# Club Nintendo®

Volume 3 - 1991 Issue 5

## SHADOW WARRIORS

The US smash hits our screens!

## REVIEWED

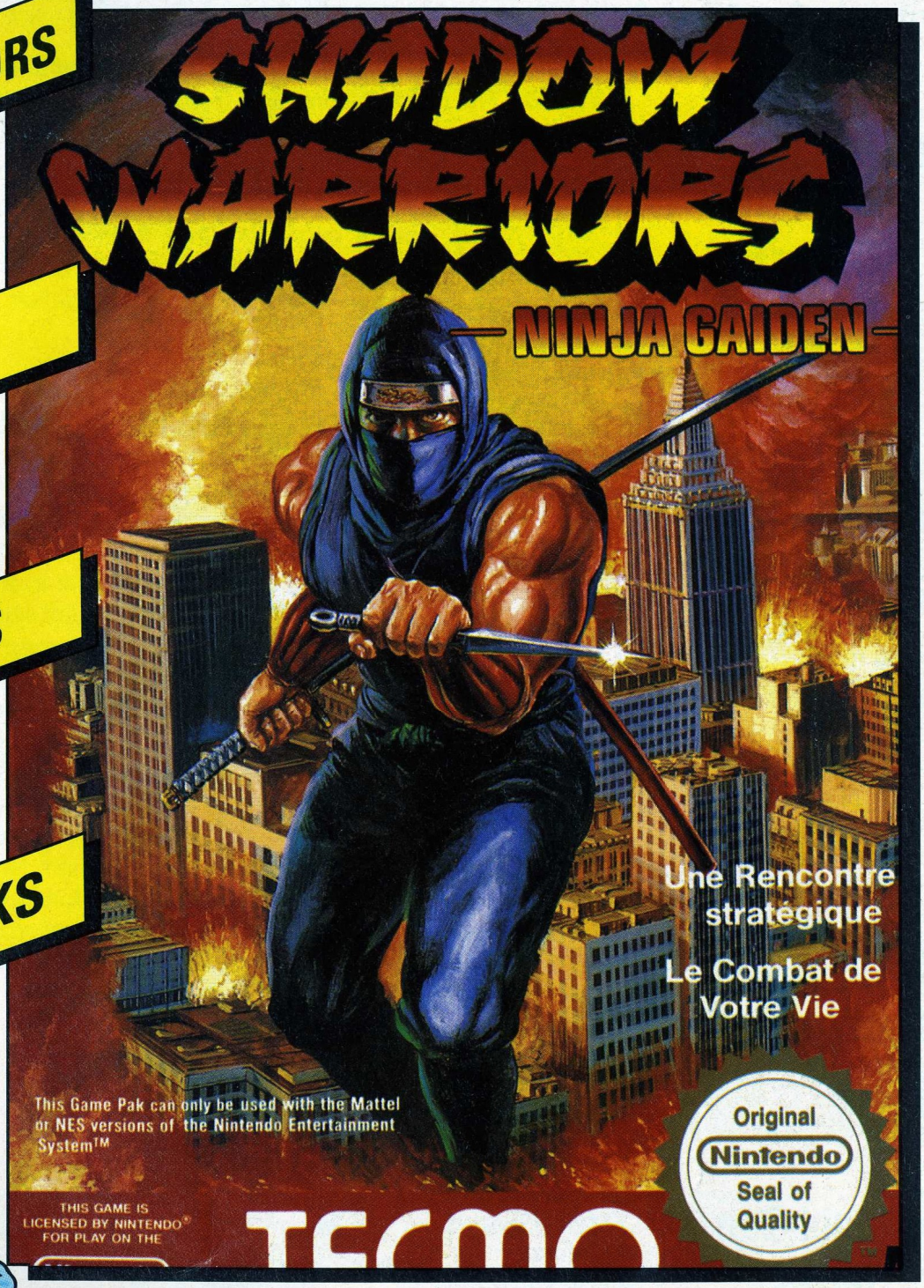
Six other Tremendous Titles!

## SNEAK PEEKS

Super Mario Bros. 3 is coming!

## TIPS AND TRICKS

Rad Gravity turned inside out!



## Nineteen Great New Game Boy Games Featured!

# Club Nintendo®

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***Here you'll find a list of games that are currently available for your NINTENDO ENTERTAINMENT SYSTEM and GAME BOY***

## Action Series

- ❑ Air Wolf
- ❑ The Adventures of Bayou Billy
- ❑ Bad Dudes
- ❑ **Boulder Dash**
- ❑ Burai Fighter
- ❑ Captain Skyhawk
- ❑ Castlevania™
- ❑ Double Dragon
- ❑ Double Dragon II
- ❑ Gradius
- ❑ Gremlins 2
- ❑ **Isolated Warrior**
- ❑ **Kabuki - Quantum Fighter**
- ❑ Kung Fu™
- ❑ Life Force
- ❑ Probotector
- ❑ Rescue
- ❑ Robocop™
- ❑ Rush 'N Attack™
- ❑ Silent Service
- ❑ Skate or Die
- ❑ Snake Rattle N' Roll
- ❑ Solar Jetman
- ❑ Stealth ATF
- ❑ Top Gun

## Brain Series

- ❑ Dr. Mario
- ❑ Tetris

## Light Gun Series

- ❑ Duck Hunt™
- ❑ Gumshoe
- ❑ Hogan's Alley™
- ❑ To the Earth™
- ❑ Wild Gunman™

## Sport Series

- ❑ Blades of Steel™
- ❑ Days of Thunder
- ❑ Double Dribble™
- ❑ **Goal**
- ❑ Golf
- ❑ Jack Nicklaus - Championship Golf
- ❑ Nintendo World Cup
- ❑ Punch-Out!!™
- ❑ Rad Racer™
- ❑ R.C. Pro Am™
- ❑ Super Off Road
- ❑ Super Spike V'Ball
- ❑ Tennis
- ❑ Track & Field II
- ❑ Turbo Racing
- ❑ World Championship Wrestling™

## Adventure Series

- ❑ Batman
- ❑ **Battle of Olympus**
- ❑ Bionic Commando™
- ❑ A Boy and His Blob
- ❑ Duck Tales™
- ❑ Faxanadu™
- ❑ Goonies II™
- ❑ IronSword
- ❑ Legend of Zelda™
- ❑ Mega Man™
- ❑ Mega Man 2™
- ❑ Metal Gear™
- ❑ Metroid™
- ❑ Rad Gravity
- ❑ **Shadowgate**
- ❑ **Shadow Warrior**
- ❑ Simon's Quest
- ❑ Solstice
- ❑ Super Mario Bros. ™
- ❑ Super Mario Bros. 2™
- ❑ Teenage Mutant Hero Turtles
- ❑ Wizards & Warriors
- ❑ Wrath of the Black Manta
- ❑ Zelda II - The Adventure of Link

## Arcade Series

- ❑ Bubble Bobble™
- ❑ Donkey Kong Classics™
- ❑ Gauntlet II
- ❑ Paperboy™
- ❑ Pinbot™
- ❑ Popeye™

## Programmable Series

- ❑ Excitebike™

## Coming Soon

Defender of the Crown
Kickle Cubicle
Low G Man
Power Blade
Rollergames
The Simpsons
Ski or Die
Super Mario Bros 3
Top Gun - The Second Mission
WWF WrestleMania

## Game Boy

- ❑ Alleyway™
- ❑ The Amazing Spiderman
- ❑ Balloon Kids™
- ❑ **Batman**
- ❑ Bugs Bunny
- ❑ Burai Fighter Deluxe
- ❑ **Chase HQ**
- ❑ The Chessmaster
- ❑ Double Dragon
- ❑ Dr. Mario
- ❑ **Duck Tales™**
- ❑ **F-1 Race**
- ❑ Gargoyles Quest
- ❑ Golf
- ❑ **Hyper Load Runner**
- ❑ King of the Zoo
- ❑ Kwirk™
- ❑ **Motocross Maniacs**
- ❑ Nintendo World Cup
- ❑ Pinball Revenge of the Gator
- ❑ Qix™
- ❑ **R-Type**
- ❑ Radar Mission
- ❑ **Robocop**
- ❑ Side Pocket
- ❑ Solar Striker™
- ❑ Super Mario Land™
- ❑ **Teenage Mutant Hero Turtles**
- ❑ Tennis™
- ❑ Wizards & Warriors

## Coming Soon

Boulder Dash
Boxxle
Castlevania
Dyna Blaster
Gremlins 2
Kung Fu Master
Paperboy
Princess Blobette
Samurai Adventrure
Super RC Pro-Am

# Super Mario Says

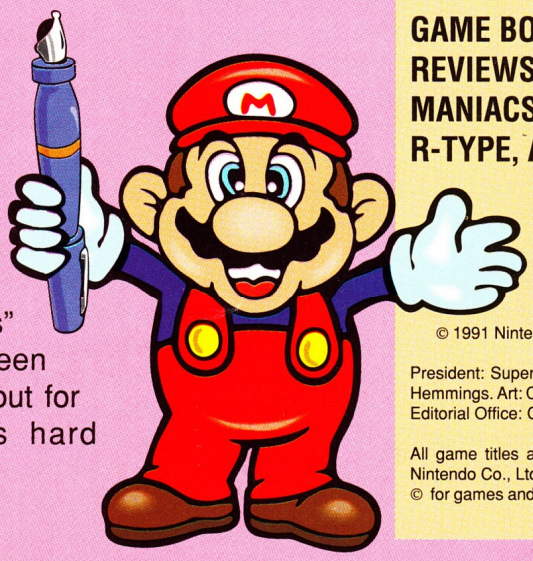
The excitement surrounding Christmas and the wealth of amazing new titles coming with it is rapidly mounting. Heading the bill is my great new adventure, aptly named "**Super Mario Bros 3**", followed closely by hits such as "**The Simpsons**" (Bart is a good friend y'know!), "**WWF - Wrestlemania Challenge**" (ditto Hulk Hogan!), "**Power Blade**", "**Low G Man**" and much, much more!

The quality of games featured in this issue are just as impressive. Our feature game, "**Shadow Warrior**", was one of the biggest grossing games in the States (under the game "**Ninja Gaiden**"), and it promises to repeat it's success over here. It's popularity spurned from its exciting gameplay, and cinema style graphics and scenario - check out our two page review for more on Ryu Hakabusa's astonishing story!

There's literally plenty for every style of player to choose from in this latest issue. There's "Goal!" for soccer fans, the engaging adventure, "**Battle of Olympus**", a variety of space-shooting games, such as "**Isolated Warrior**" and "**Kabuki Quantum Fighter**", the diverse adventure "**Shadowgate**", and the quite absorbing, "**Boulder Dash**!" We realise that a lot of NES owners enjoy all styles of games, and we hope that our latest selection appeals to everybody in some way!

Game Boy™ owners are going to be bombarded by top quality software over the next few months. No less than NINETEEN titles are featured in our Game Boy™ section, every single one offering the kind of exciting gameplay that Game Boy™ owners are accustomed to. There's plenty of unique titles on offer, including the four player "**F1 Race**", as well as some red hot classics such as the quite superb "**R-Type**". It's quite obvious that, for real fun and excitement, you can't beat the portable power of the Game Boy™!

I hope that you all had a great vacation, and that the weather was good for you! Spare a thought for Luigi though - he was left sorting out the mail while we all went to the beach. It serves him right for playing "Tetris" when he should have been working. We may let him out for Christmas, if he works hard enough...



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## Game Boy Special


GAME BOY NEWS, SUPER MARIO LAND TIPS, AND REVIEWS OF BATMAN, F1 RACE, MOTORCROSS MANIACS, ROBOCOP, DUCK TALES™, CHASE HQ, R-TYPE, AND TMHT THE FALL OF THE FOOT CLAN.



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# GOAL!

**The latest soccer sensation to hit the NES is Jaleco's "Goal!", which brings all of the excitement and atmosphere of the world's favourite sport to your screens! Compete in any level of football, from no-hopers in your first World Cup, to the global champions preparing to defend your crown.**

**Plenty of options, including simultaneous two player play, offer endless hours of fun, so pull on you shirt, tighten your boot laces and prepare to tackle the definitive soccer simulation!**

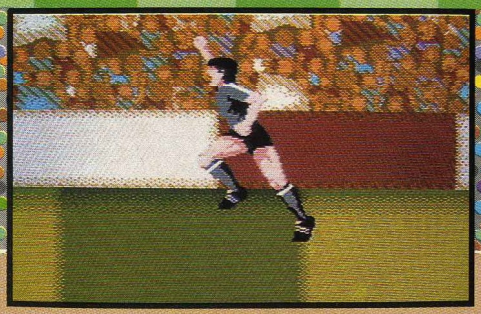
## Warming up...

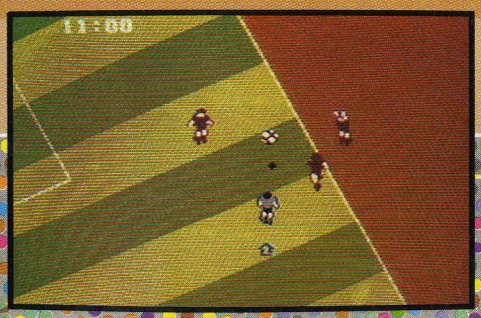
**In order to get yourself match fit, while at the same time sharpening your skills, select the "SHOOT" option. Now you can practise a few set pieces which will improve your dribbling and shooting skills in and around the goal area. Wrong foot the advancing defenders, dribble towards the 6 yard box, and then blast your shot past the goalkeeper - GOAL!**

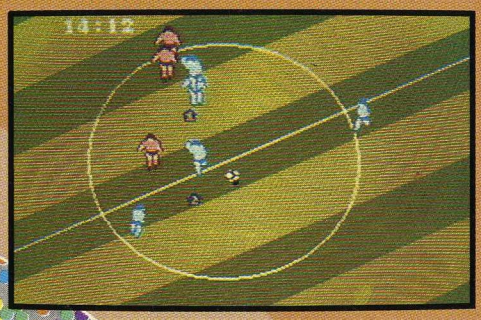
## Kick Off!

**"Goal!" offers both authenticity and a great deal of entertainment, giving football fans of all ages hours and hours of fun and excitement. There's a vast array of skills to learn and master, ranging from simple tackles and passes to spectacular forty yard banana kicks...**

**The underdogs of Algeria, certainly the big find of this World Cup campaign, prepare to face the mighty Brazilians in a real crunch match. The referee's whistle gets them underway, with the kits of the Africans shining in the sun. Their powerful mid-field literally bulldoze their way past the Brazilian forwards, before threading it through to their skillful number nine. With a deft movement he advances into the penalty area. Dancing around two defenders, which makes the crowd scream in admiration, he looks up - there's only the goalkeeper to beat! With the swiftest of movements, he hooks the ball wide of the advancing goalie into the roof of the net! The crowd's screams explode into rapturous cheers...**







# Superskills!

"Goal!" allows a whole variety of footballing skills that are quite simple to learn, but tough to master! Also, bear in mind that with two players you will need to be a less selfish player!

When on the ball, you can pass to team-mates, dribble up field, or, if close to goal, attempt a shot. There are a whole number of different skill combinations, so learn them early on!

In defence, you'll need to clear the ball with either a well-timed tackle, or heading it away. Try not to tackle from behind, otherwise you may be penalised!

Many of the other rules have been included to make the game as genuine as possible, as well as still being fun to play. Fouls, off-sides, throw-ins, corners, goal-kicks and even separate player statistics for each team - it's all here!

# Games Galore!

"Goal!" gives you a number of gameplay options, each one offering you a different footballing challenge...

In one player you can enter the World Cup, and compete at the highest level, or you can choose to compete in a domestic tournament. Alternatively, you can select the 'SHOOT' option and sharpen your ball skills before moving on.

Similarly in two player mode you can select to enter the World Cup or the domestic tournament, and the two players will partner each other against the opposition. For an even more competitive challenge, you can choose to take each other on by selecting "VERSUS"!

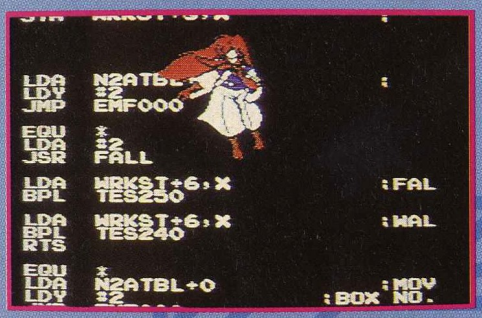
## Tournament

***THE WORLD CUP***

Select the nation you wish to represent, and off you go. In round one you will play 3 matches and winning the group will see you through to Round 2. But the competition gets tougher, and you'll need to be at the top of your game against the top teams in the world who will show you no mercy at all.

***TOURNAMENT***

Select your team, and progress through the rounds against tougher and tougher opposition, until you reach the all important final. Play hard, you've come this far, go for the top!



*There's hair-raising action to be found in Kabuki!*

# KABUKI QUANTUM FIGHTER

## Battle in Binary!

The world's defence computers have been invaded by a mystery virus which threatens the peace and prosperity of our Earth. The authorities decide to send Colonel Scott O'Conner into the computer using an experimental device called the Image Transfer System. Nobody knows if this will work - what they do know is that if the defence programmes are altered, nuclear holocaust would be inevitable!

## Conflict in the Super Computer

As the Kabuki man, you must battle your way through the five silicon style stages using your unusual yet effective weapons to protect yourself. Each stage throws all kinds of mutant viruses at you - it's also kind of strange how many of these 'bugs' resemble humanoid creatures...

Even the first stage offers plenty of challenges. Besides the marauding bugs, you will also have to deal with deadly turning gears, electric floors, steep ladders and more! If you make it past the many obstacles, you'll face the first guardian, Vulcan, who spits out flames. Take whatever chances you can to move in and hit him.

Onto the next stage, which presents more tricky jumps and hazardous platforms. Be on your guard for moving currents that will sweep you along into spikes, and also for new enemies, including chip-infested crabs. The guardian of this trap-filled level is Gemini, who uses the computer chips to create an illusion - find the real misfit, and attack from a distance.

Three other levels of computer-chaos await you in this daring and exciting new Game Pak. Excellent graphics, reminiscent of "Batman", and fulfilling gameplay make this a very worthwhile game!

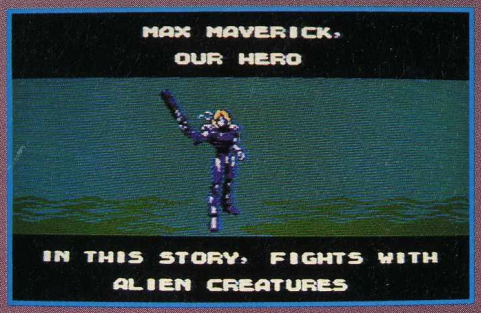
## Weapons

Kabuki man has a rather strange attack - he flicks his long hair at his foes! It's quite unconventional yet also very effective, and it certainly surprises anybody coming his way!

Plenty of other weapons are also available, and can be collected when you complete a stage. These range from Throwing Chips to Energy Guns and Quantum Bombs. You have a certain amount of each one, so use them wisely.

# Isolated Warrior

## In a war ravaged land...



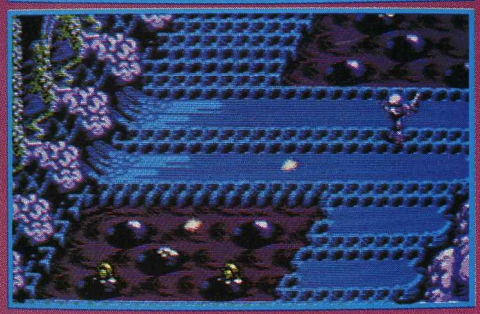

Nobody knows from where they came - not one person even knows what they are called. One thing for sure though - they've brought the world of Pan to its knees. Beautiful, lush green fields and forests are now deep, desolate swamps, rivers have dried up and the people have fled. All except one man, who vows to avenge his world's terrible destruction...

**CLASSIFIED DOCUMENT**
**SURNAME:**
Maverick (Mav-er-ik) n. - a person of unorthodox independence.
**RANKING:**
Pan Forces Captain
**FILE CLASSIFICATION:**
Limited
**WEAPON CAPABILITY:**
Wide and focusing - Five levels
**BOMB CAPABILITY:**
Five levels

## The Perils of Planet Pan

Your once peaceful homeland has been laid low by the aliens wanton destruction. They now live everywhere, sprawling from every nook and cranny, searching for any survivors. Well, you've found them first, and it's time to give them a taste of their own medicine...

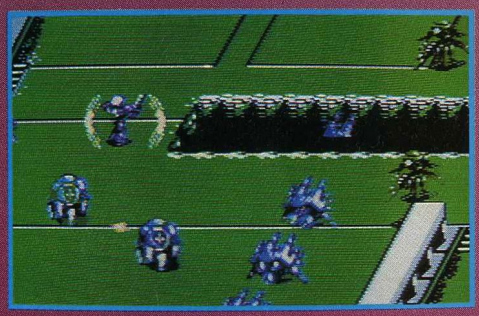
The first part of your journey takes you through deserted city streets - the only things left are the aliens that crawl from the burnt out buildings and enormous cracks in the road.



Battle the first batch of hostile foes using just regular weapons, and keep an eye out for the bonuses and shields. There are also two big baddies to be dealt with, although a few well placed bombs should see them off.

Max gets to go on his hoversled next, skimming over water, and avoiding the hordes of alien invaders. Great mobility and rapid shooting are needed to make it through here!

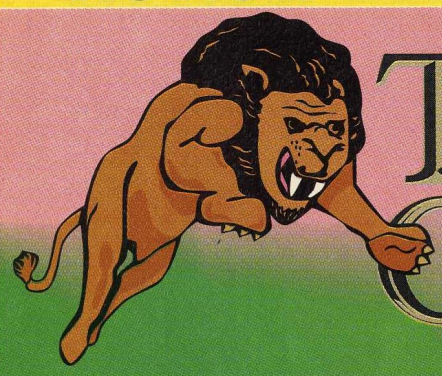
More bleak and barren lands await Maverick, testing his (and your) skills to the limits. Using his hoversled and his jetsled, he has to travel the world, searching for the alien commander who is responsible for sending his troops in. Only when he lies defeated at Maverick's fleet will Pan be safe again...



### *Weapons*

Max has two different weapons - 'wide' and 'focusing'. He can build up the levels of each weapon by collecting the appropriate power pods, and he can also switch between each one at will. There are five different levels of each weapon, each one offering increasing offensive power.

Maverick's other weapon is his bomb power, which he can throw to the ground, and control direction of. This will get him out of more than one scrape if need be!



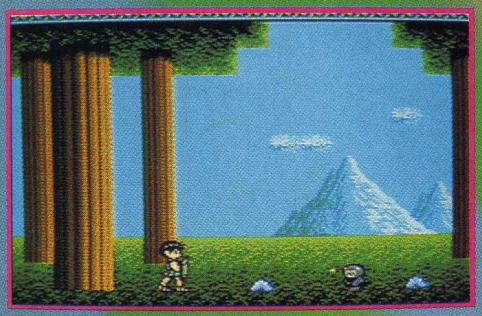
# THE BATTLE OF OLYMPUS

**Back in ancient times, when powerful magicians and mythical monsters roamed the Earth, Olympia was at the centre of a tug of war between good and evil Gods. A young hero named Orpheus is thrown into the midst of the God's battles when his love, Helene, is taken from him and delivered unto Hades. Orpheus vows to find and rescue her, no matter what the dangers...**

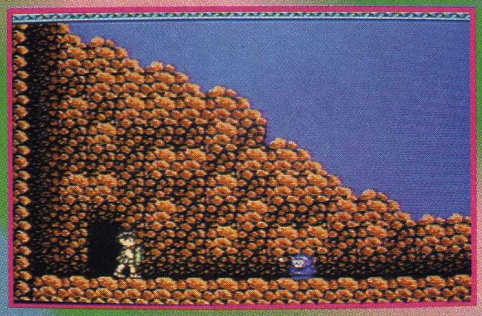
"Battle of Olympus" is the latest NES adventure, in the same vein as classics such as "The Adventure of Link" and "Faxanadu", yet with plenty of new and innovative ideas. Your quest will take you far across Olympia, which holds many secrets and magical surprises, pitting you against all manner of monsters, from minotaurs and sirens to cobras and centaurs. Delve deep into forests and towns, searching for powerful items, and talking to townsfolk to gain clues and advice. You'll even run into Gods who will set you quests, before you reach Hades where Helene awaits...

## The lands of Olympus

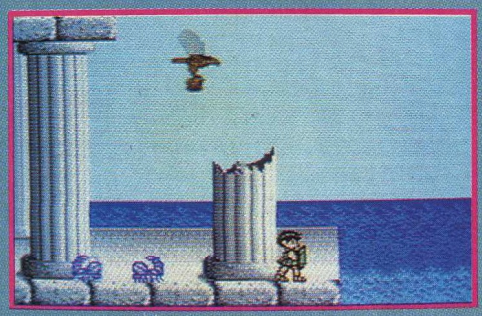
Venture forth into the lands of Olympus, searching for items and friends to aid you on your quest. Be brave and alert as you go, and leave no stone unturned - you never know what you may find lying beneath!



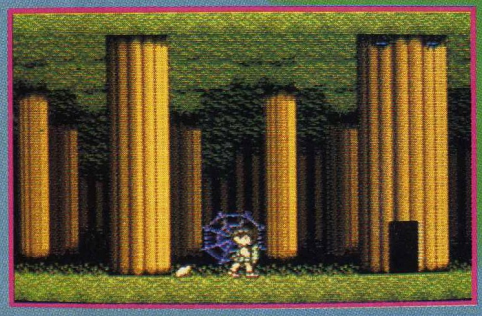
**ARCADIA...**
Your quest begins here. Heed all advice, as later all will come clear. Visit Zeus in the temple of Arcadia.



**ARGOLIS...**
Venture through the caves of Argolis, and battle with the salamanders - their skins are useful to you.



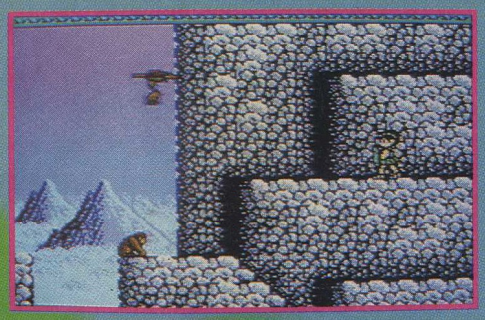
**LACONIA...**
Claim the Ocarnia here, which will allow you to summon the dolphins, and defeat the evil siren.



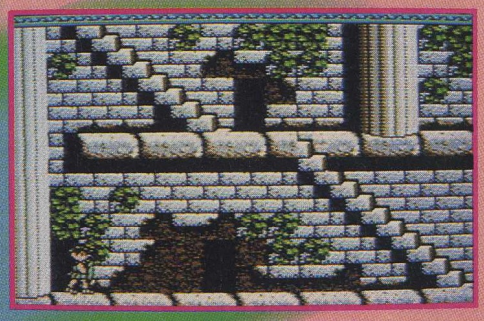
**PELOPPONNES...**
The evil creatures will really test your steel, deep in the dark forest. You must find and then destroy the evil Cyclops, who guards the passage to Laconia.

**ATTICA...**
Visit the cities within Attica. Olives are in abundance in Athens and you can gain the Staff within Elensis if you triumph over the vampire.

**CRETE...**
Ride the dolphins to Crete, and explore the mazes of this ancient island to find the Witch Circe and Ares, the god of War.



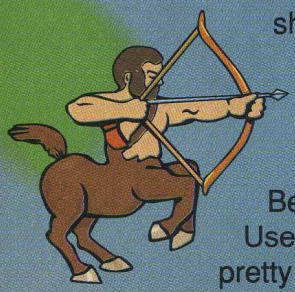
**PHTHIA...**
Hephaestos is a chap who can provide you with the most powerful piece of weaponary. But in order to gain access you must awaken and defeat the mighty stone giant Gaeae.



# Searching Olympus

The task that lies ahead will place demands on every ounce of your physical and mental ability! Travel the lands, talk to people to gain clues, and search for new items to help you on your way.

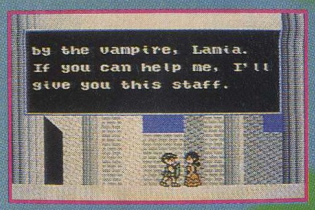
Plenty of battles with terrible, screeching creatures lie ahead - use your club to defend yourself, and look out for extra weapons and shields to give you the upper hand. Some of the stronger monsters such as the Hydra and the Siren require special weapons and techniques if you are to defeat them.



Below you'll find a small map of the first land, Arcadia. Use this to get you started, although after that you're pretty much on your own! Good Luck!

**PHYRGIA...**
Locate Artemis, who will present you with a moonbeam. However this isn't all that easy, as you must negotiate fire-spitting Cobras en-route.

**TARTARUS...**
Situated between Crete and Argolis, Tartarus is where your quest will end. You will come up against the Mighty, whose defeat will signal the return of peace and harmony to Olympus.

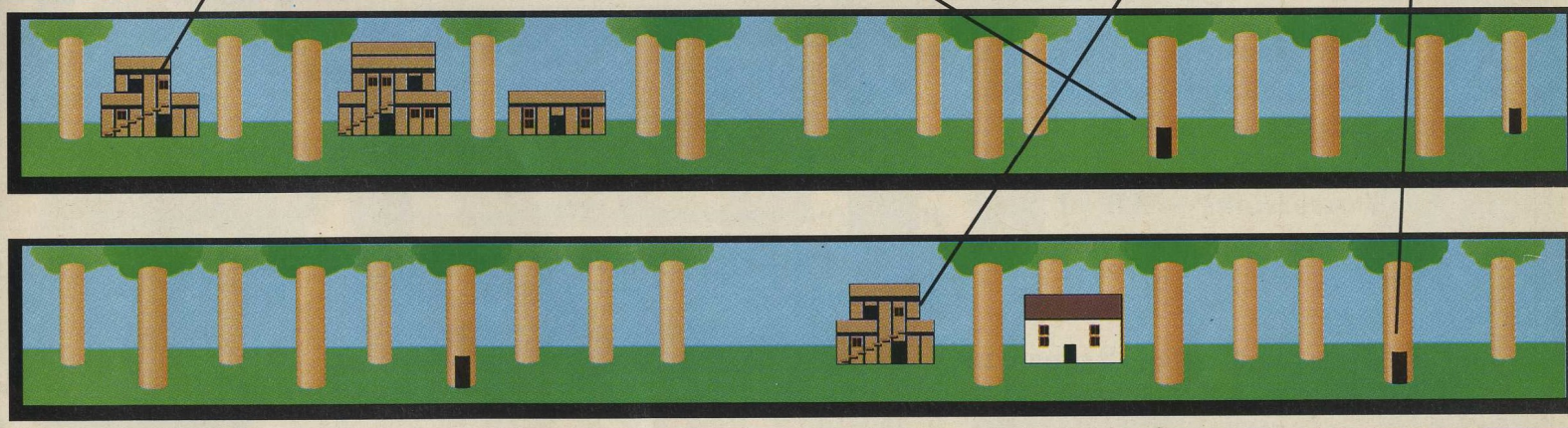



Enter house to gain clues

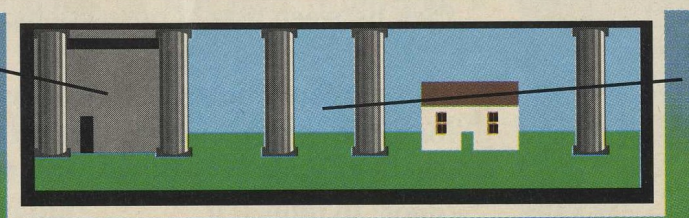
This passage takes you further into the game

To Attica

To Peloponnes

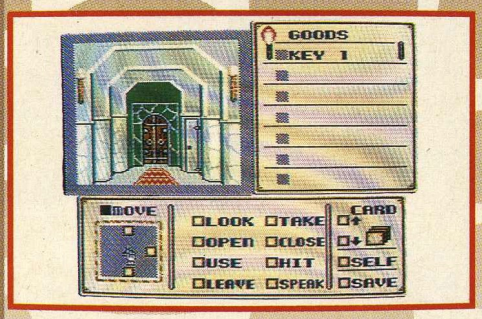


Fight off the bull with your club



Visit the Gods for powers and passwords

# Shadowgate™




Use 'Key 1' to open the far door.

## Enter a world of Monsters and Mazes

You stand before the door of Shadowgate, having been transported there by the Mage Lakmir, well aware of the daunting task in front of you. Inside this foreboding fortress, there waits the Warlock Lord - he's the personification of evil, and a powerful wizard to boot. He's wreaked havoc on your land, his wretched servants slaughtering cattle to feed their master, and starving your own people. As the last in a long line of Kings, your are the only one who can bring down the powerful Warlock Lord. With trembling hands, you reach to open the huge castle door...

## Searching Shadowgate

"Shadowgate" is a new style of game for the Nintendo Entertainment System™ adventurers. You control your character using a series of commands, which you select using a pointer on screen.

*1. Room* - point to items to examine, use or take but remember what curiosity did to the cat!

*2. Possessions* - All of your possessions and spells are listed here.

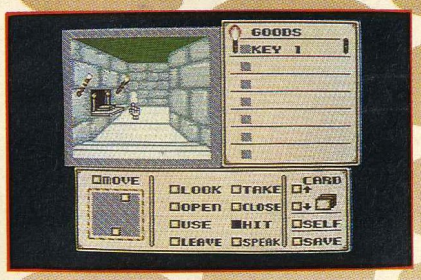
*3. Move* - point to the exit square to move through that door.

*4. Commands* - you can 'look', 'open', 'take', 'close', use', 'hit', 'leave' and even 'speak' to objects!

*5. Save* - You can save your game, and also flick between lists of possessions.

You can combine with other items to allow for more complex actions. For example, if you have a key, you can 'use' the 'key' on a 'door' to unlock it.

# Knock, Knock...




Go through to here, and 'hit' the strange stone.

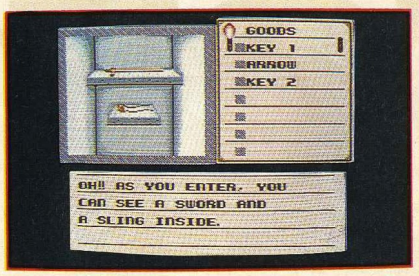
Use Key 2 to open the other door in the hall.

The huge Shadowgate contains loads or rooms and items, offering an array of puzzles and traps for you to solve or avoid. Even getting started can be a bit tough..

Before you go rushing in to the castle, 'open' the skull above the door. This will reveal Key 1, which you should take before opening the door.

A secret passage! 'Take' the arrow.

Back here, 'open' the book and 'take' Key 2.



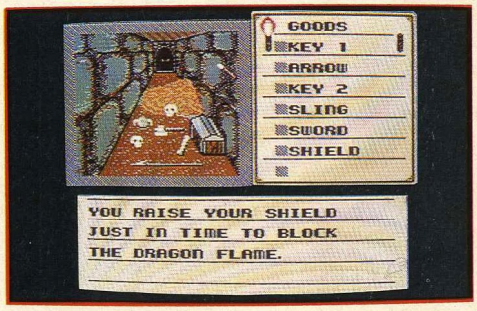

A real treasure-trove!

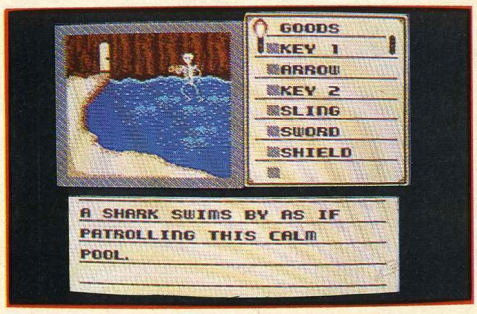
# Advanced Strategies

There are dozens of puzzles and challenges to overcome in "Shadowgate'. How do you avoid the Dragon? How do you cross shark-infested waters?

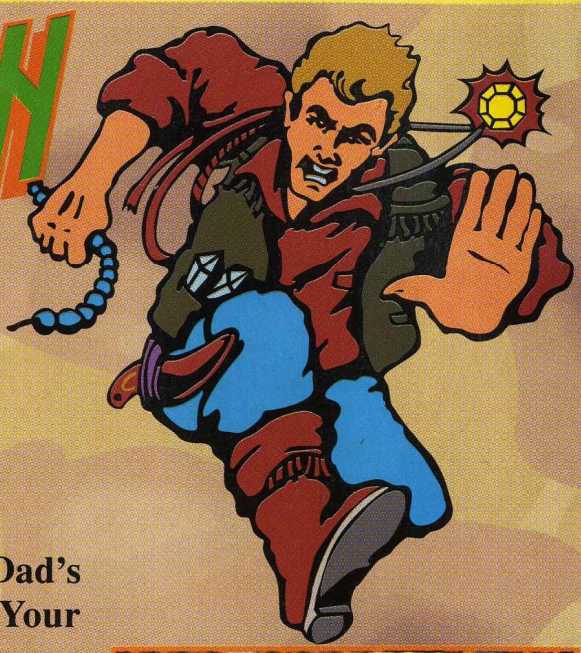
To beat a game such as "Shadowgate", you need to think the same way as the programmer. The game is there for you to outwit, after all! For example, check out every nook and cranny - push buttons in a certain order, or try placing different objects in holes in the wall, whatever it takes.

Good luck - even if you don't succeed, you're sure to have a great time trying!



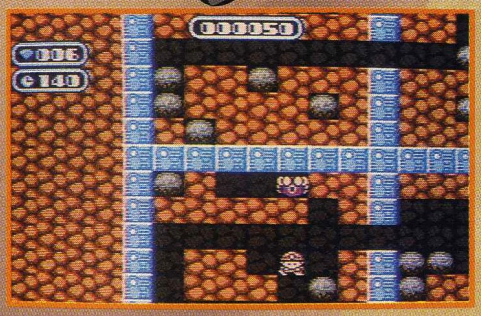



# BOULDER DASH



## Rip it up with Rockford

**Become the manic miner, Rockford, and live out your Dad's dream by finding the valuable secret diamonds! Your adventures will take you through six boulder-crashing danger-dashing levels, where the perils forever persist and the clock constantly ticks!**

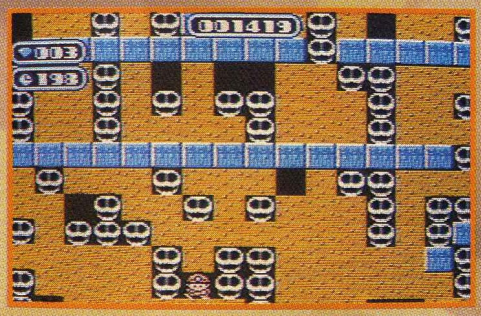


Boulder world

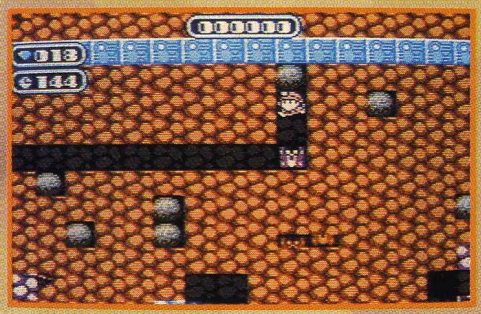
## Hero-in-a-tin-hat

**The intrepid Rockford is quite a cool little chap, and ever so quick on his feet! He'll need to be, though, if he's going to collect all of those diamonds! Each world contains four levels, within each level being plenty of earth to dig through, rocks to avoid and diamonds to collect. Beware of the rocks - no tin hat is going to protect you if one bounces on your head!**

**To get out of each level, you'll need to collect enough gems and then reach the exit. That's without blocking yourself off, getting hit by one of the many enemies or being caught out by a falling rock!**



Sand world



Hit the Puffpuffs for diamonds!

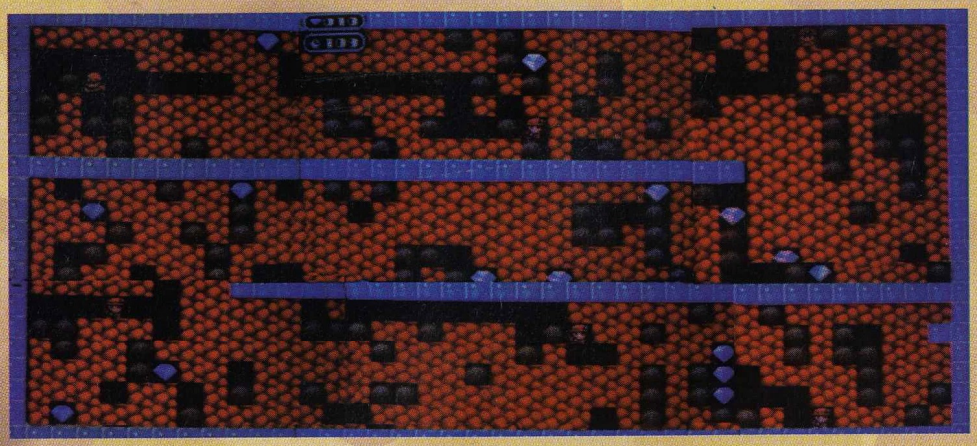
**Each world follows a different theme - there's Boulder World, Ice World and even a Sand World complete with Deathrocks and Flapflaps! The other thing to bear in mind is that no two screens are alike, making "Boulder Dash" a very demanding and challenging game!**

## Boulderdashing beasts

**There are plenty of baddies to dodge and avoid in "Boulder Dash". If you're quick enough, you might be able to squash them with a boulder, and, depending on who you get, you will be rewarded with either points or the invaluable diamonds! There is also an Amoeba which you need to trap in a prison of boulders to make it explode into diamonds, and also a magic wall which turns rocks into a girl's best friend!**

The Pingpings(!) give points!

# Getting through the worlds of Boulder Dash

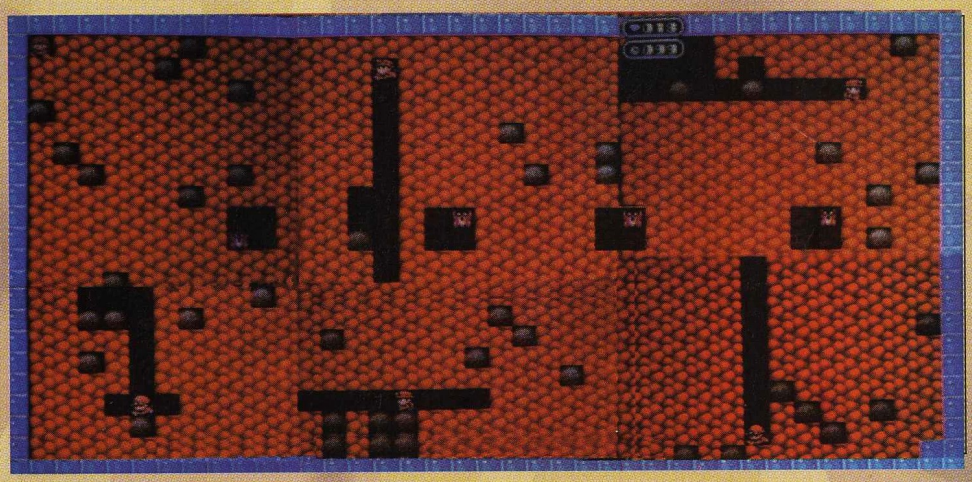


## BOULDER WORLD - STAGE 1

The introductory stage is quite a simple affair - plenty of diamonds are to be found, and there are no enemies to beware of. However, take your time and get used to the controls before progressing.

## BOULDER WORLD - STAGE 4

Stages 2 and 3 aren't too tough, offering few dangers or enemies. However, stage 4 is a little more demanding since you need to destroy two (or more) Puffpuffs to get the desired diamonds. To do this let one out of its hole and quickly run to the right, then up so that a boulder is above you. When your flying foe arrives below, move out of the way so that the boulder falls on it! Repeat the manoeuvre on another Puffpuff, and then run to the exit in the bottom right hand corner.

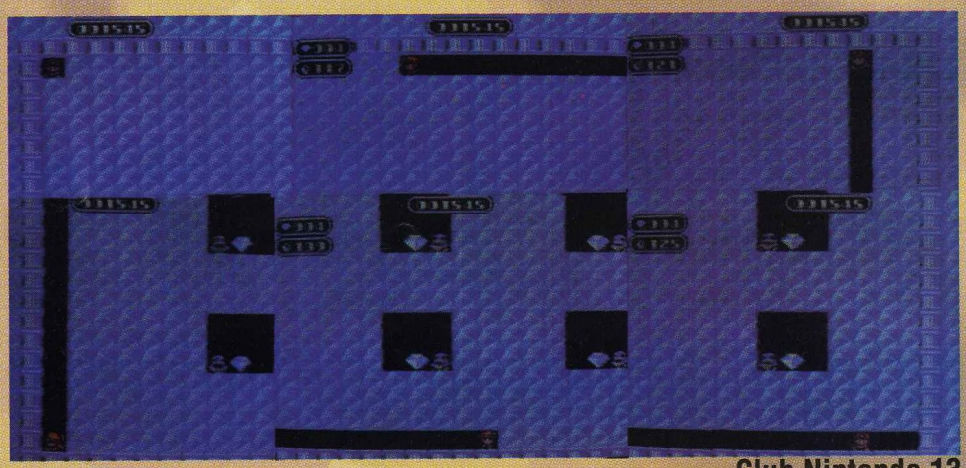


Wait for the Puffpuff, then drop the rock!

Wait here for your cue to run!

## ICE WORLD - STAGE 1

This stage requires a great deal of accuracy and skill. Wait on the left hand side of the top left Pingping, and, just as it has gone past the diamond, and starts to go up, run to the right without stopping. This will allow you to collect all four required items before going to the exit in the bottom right hand corner!



*My dear son, Ryu,*

*I am on my way to a life or death duel. Honour gives me little choice - I must go.*

*If it is my destiny that I do not return, you are to take the Dragon Sword of the Hayabusa family, and go to America, where you must see Walter Smith. He will instruct you what to do next.*

*Be always brave, Ryu.*

*Take care.*
*Your loving father.*

*My father never returned. With sword in hand and a grieving heart, I set off on a journey that would change my life forever...*

# SHADOW WARRIORS

## NINJA GAIDEN

# Ryu - The master of the Dragon sword

**As the young hero of this captivating tale, you command great agility as well as the legendary Dragon Sword - one blow will fell nearly anyone! Your other great ability is the 'wall-spring' jump, which allows you to cling to walls, and climb up between two pillars.**

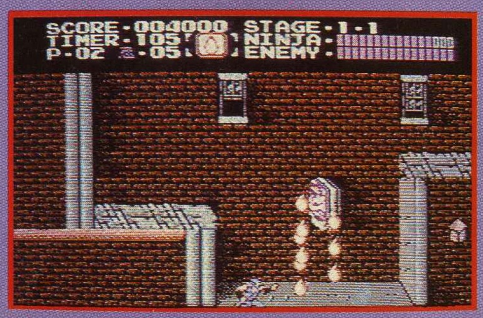
## ITEMS

To collect the valuable power-ups and other items, you will need to break certain objects. This will range from street lamps to hovering mosquitos, depending on which level you're on.

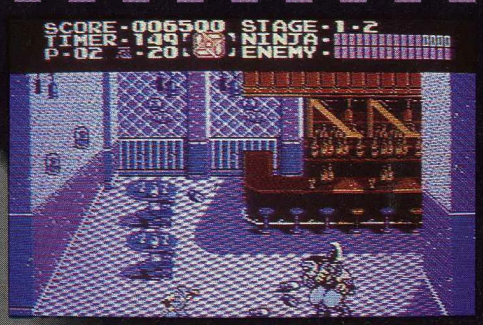
| ITEM | VARIATION | EFFECT |
|---|---|---|
| STRENGTH | BLUE (WEAK)<br>RED (STRONG) | Adds to your spiritual strength, which controls your special powers. |
| TIME FREEZE | NONE | Freezes enemies for a certain time. |
| BONUS | BLUE (LOW)<br>RED (HIGH) | Simply increases your score! |
| STAMINA | NONE | Restores energy. |
| 1-UP | NONE | An extra life! |
| FIRE WHEEL | NONE | Acts like a shield, yet only for a certain amount of time! |

## SPECIAL POWERS

Check these out! Everything that you're everyday superhero needs, from Throwing Stars to Firewheels and even a very effective, if a little gruesome, jump and slash technique. The only problem with using a special power, which you find in the same way as a normal item, is that it depletes your spiritual strength.



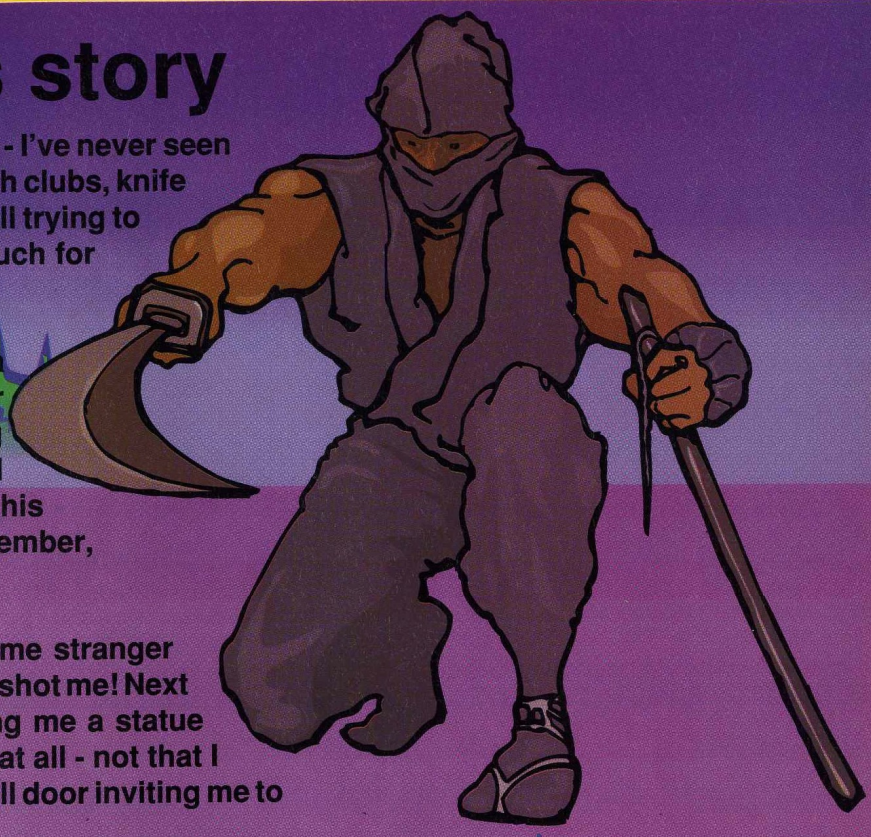
The Galesburg Goons




What do you have to do to get a drink around here?!

Who's she?

# Ryu Hakabusa's story



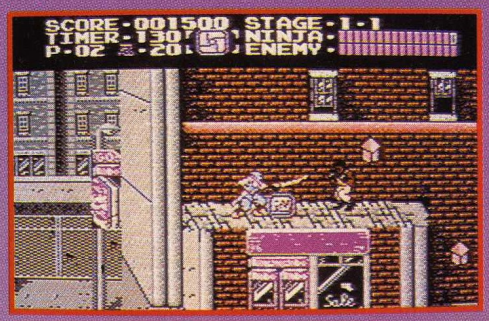
"My troubles started when I reached Galesburg - I've never seen so many bozos in one place before! Maniacs with clubs, knife throwing lunatics, rabid dogs and kick boxers all trying to take me out, but my Dragon Sword was too much for them. The street lights were useful too!

Hmm, Jay's Bar seemed a bit seedy, but even a warrior of the shadows needs a rest. No sooner did I get in there than some big guy calling himself the Barbarian picked a fight. What was I to do? First I dodged his axe, and returned his compliments with some swift swordplay. Remember, the bigger they are, the harder they fall!

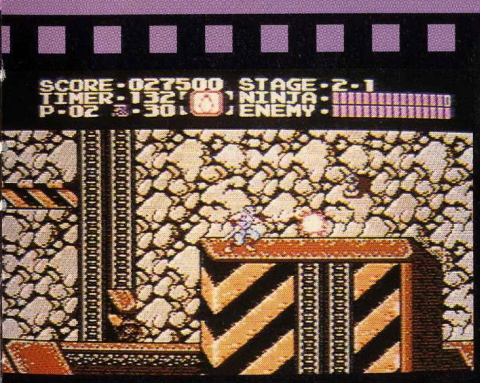
The next bit is all a bit vague. I remember some stranger walking up behind me, and, with few words, she shot me! Next thing I know, I was in a cell and she's handing me a statue telling me to get out of there! No explanations at all - not that I stood around making small talk with an open cell door inviting me to leave!

With my sword in hand, I swept past the soldiers guarding the Outpost, taking weapons whenever I found them, and taking out my anger on anyone who dared stand in my way. Some platforms and ladders were tough to reach, yet I was so determined it seemed as if nothing could stop me! From the prison Outpost, I journeyed into Death Valley - a very appropriate name for such a terrain, with a welcoming party to match! They sent the armed forces out to stop me here, along with some weirdo dressed from head to toe in a hooded cloak! Using the firewheels and throwing stars found behind the hovering mosquitos (no kidding!), I managed to get through here without too much hassle. What I faced next made me wish I hadn't bothered...

I had reached a dark temple, and was just getting used to the poor light when I was suddenly hit by the sickle of the warped Bomberhead! Acting fast, I managed to duck under his next attack, and then followed through with a rapid attack - boy, was I mad now! Leaping over him, I took my chance and knocked him out with my sword.

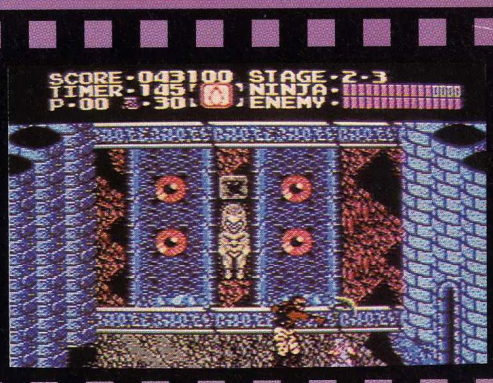



Using new information, gained from my former adversary, I managed to find Walter Smith, my father's old pal. And if you thought that my story so far is extraordinary, you should hear Walter's..."




The escape!

Duelling in Death Valley

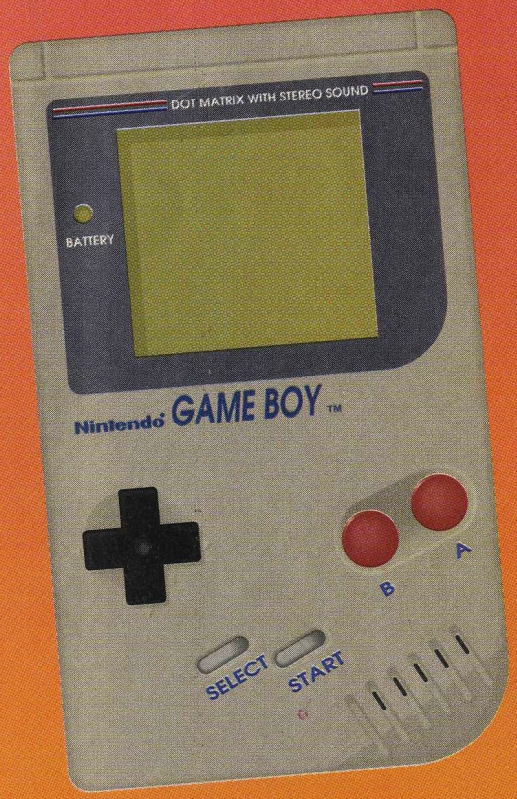



The handsome, hospitable Bomberhead!

# Game Boy™ Crazy

**As Game Boy™ fever sweeps across Europe, more and more games are being announced. All styles of games to suit all types of players are now becoming available - in this issue alone we feature no less than NINETEEN different games! Never before has there been so much portable power - make sure that you don't miss out!**

The amount of Game Boy™ titles coming up is quite astonishing, but what is even better is the very quality of each and every one! Take "Super R.C. Pro-Am" for example - it offers one to four player remote control action (you will need the Four Player Adaptor™ included with "F1 Race", but also sold separately for more than two racers) that will simply blow your mind! Not only is the gameplay fast and furious, but the graphics and sound also live up to expectations!




Also on the horizon is "Princess Blobette", a portable version of the NES hit, "A Boy and His Blob". The similar action, and the unique jellybean power will surely make this equally as popular on the Game Boy™. The Gremlins are also coming to the Game Boy™ in a platform version of "Gremlins 2", while Simon Belmont (he of Konami's NES adventures) makes his first appearance on the Game Boy™ in "Castlevania".

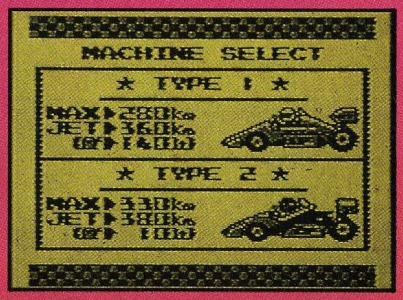
Plenty of fighting action awaits in "Kung Fu Master" a new version of the NES classic "Kung Fu", while fans of "Kwirk" and "Tetris" will revel in "Boxxle". "Dyna Blaster" offers some block-blasting action with a great two player twist, and "Boulderdash" brings the gutsy Rockford to portable stardom. Additionally, there's "Samurai Adventure", an all-action smash that has taken the US by storm, and, finally, "Paperboy" makes a welcome appearance on the Game Boy™. Each and every game will be featured in our next issue - don't miss it!

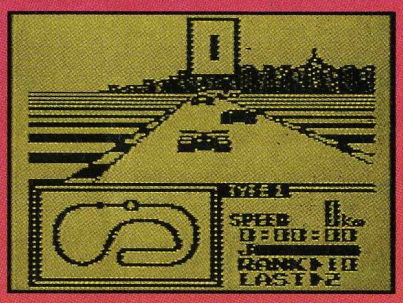
# Tips and Tricks

## SUPERMARIO LAND

Collect hundreds of coins, and a load of extra lives with this extra special trick! In World 2-3, which is Mario's underwater escapade, you'll find our hero's name spelled out in coins. Collect as many as possible (you should be able to collect just about every one), and then destroy all of the bricks of the next wall to collect the 1-up heart. Destroy yourself as soon as possible, and repeat the manoeuvre, making sure you collect the extra life. Using this technique you should be able to build up quite a reserve of Marios!

# F-1 RACE™



Experience overwhelming excitement of the Grand Prix with the latest Game Boy™ motor racing simulation, "F1 Race". As well as having 16 world class tracks and plenty of multi-player options, this unique Game Pak includes a Four Player Adaptor™, which can be combined with this and other future titles to give unrivalled four player fun!

You can run the Grand Prix solo, having to finish first to go on to the next track, or you can challenge either Game Boy™ or human controlled drivers to a set of races. Using the adaptor and up to three other Game Boys™, each with the "F1 Race" Game Pak, you can have a multi-player race that will have you screeching around corners, powering up the straights, and slipstreaming your championship-chasing opponents.

As a one player game, "F1 Race" is very addictive and a real time-eater. As a multi-player game, it's one of the best you can buy!

# MOTOCROSS MANIACS™

Rough it with the best motorcross riders in video game land, tackling eight tough terrains in Konami's "Motorcross Maniacs"!

Against either a computer or human opponent, you will find yourself jumping over mucky ground, leaping over ramps, looping around roller-coaster style tracks and generally putting your motorbike skills to the test. Not only are you racing against an opponent but also a stiff time limit too, so you really are on trial!

"Motorcross Maniacs" is another exciting Game Boy™ package - not to be missed!

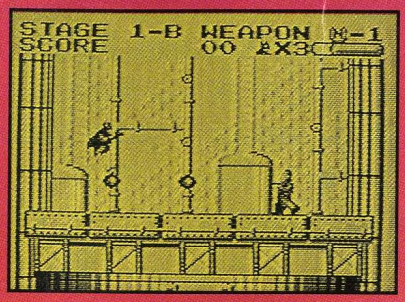
# TEENAGE MUTANT HERO TURTLES FALL OF THE FOOT CLAN™

The heroes-in-a-half-shell are back for more, this time on the portable power of the Game Boy™! Team up with the fearsome foursome to battle the evil Shredder and his terrible Foot Clan, and prevent them from exacting their wicked plans on the world!

Five action-packed levels await the Turtles, each one crammed with intense fun and excitement. Jam with the Clan in the streets, paste them in the waste of the ravine, and power over the tower of the Technodrome in your fight of good against evil. Master the Turtles' skills to overcome end of level bad guys such as Be-Bop, Queen Bee, and even Krang, ex-warlord and leader of the gang.

TMHT is a real smash on the Game Boy™ - decent graphics, stunning sound (straight from the cartoon!) and superb action make this something special. There's even a great bonus game (or two!), but we'll leave them for you to find...

# BATMAN




Batman once more stalks the streets of Gotham, only, this time, he's using the portable power of the Game Boy™ to bring a new adventure to you!

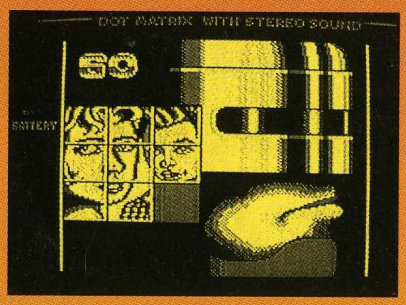
Through four haunting stages of superhero action, Batman will face untold dangers, and a whole host of the Joker's goons. Battle through the streets of Gotham, inside the Axis chemical factory, in the museum, high above the skyscrapers in the Batwing and on to the Cathedral, using your special items and powers to overcome the forces of evil.

Batman offers not only an abundance of exciting gameplay, but also some amazing digitised graphics and decent sound!

# ROBOCOP

The streets of Detroit aren't the safest place to walk any time of day. Corruption decays big corporations. The police force are overworked, undermanned and haven't the power to deal with so much crime. It's time for Detroit to have a new hero...

Ten formidable levels await Robocop, challenging the future of law enforcement to its very limits! Patrol the dangerous streets, handing out your own style of justice to the crooks running riot, prevent muggings, link up with the police computer and apprehend the corrupt Dick Jones before he lays Detroit to ruin! Great blasting arcade-style action is on offer here - grab a piece of the action as soon as possible!




# R-TYPE

Enter the ultimate in space-combat games in your specially designed R-Type craft, and battle the ugliest aliens this side of Mars! Through numerous stages, you will do battle with all forms of slimy blood-sucking aliens, using all of the weapons and items that become available, including the potent Power Pod.

From the very start you'll be bombarded by aliens from the planet Bydo, all trying to prevent you from reaching the base. Using a combination of weapons such as lasers, bubble attacks, plasmas and fire chains, you have to battle your way past the slimy troops, and then face off with the guardian who blocks your path to the next level. The first you'll face is the Gladiator (more of a horror movie reject), who you'll need to shoot in the stomach, followed by Gomba who has a nerve centre on top.

Don't pass this one by - it's a classic coin-op conversion, one of the best!

## BATMAN

| | |
|---|---|
| RENE LAENEN | 1 263 100 |
| CHRISTOPHE VANI | 1 022 800 |
| ROLAND WANNER | 475 300 |
| JEROEN TE REHORST | 350 500 |
| FILIP GHIJSELS | 318 200 |

## BUBBLE BOBBLE

| | |
|---|---|
| MAURO PITTON | 2 318 710 |
| DAVID TEISSEYRE | 1 907 020 |
| THOMAS THYRINGER | 1 421 730 |
| IGNACIO DIEZ MAGDALENO | 1 060 080 |
| MIGUEL ANGEL RODRIGO RUIZ | 1 060 440 |

## DOUBLE DRAGON 2

| | |
|---|---|
| PATRICK STEGINK | 152 140 |
| GUNTHER REITER | 144 130 |
| PIERRE NELWAN | 110 270 |
| BJORN VANDEN EYNDE | 52 570 |
| ROY GOUDSWAARD | 28 040 |

## DUCK TALES

| | |
|---|---|
| THOMAS ZUMBRUNN | 13 622 000 |
| LUCA VITALETTI | 8 943 000 |

## GOLF (GAME BOY)

| | |
|---|---|
| NORBERT MUNDL | -24 |

## GOLF

| | |
|---|---|
| DONALD GUN | -20 |
| CHRISTOPHE REDON | -18 |
| FRANCK GILBERT | -16 |
| JOSE IGNACIO CIMJANO CASIRO | -14 |

## PINBALL

| | |
|---|---|
| CHRISTIAN KOBOTH | 999 940 |
| VERONIQUE PELEY | 999 710 |
| ANDREAS NADVORNIK | 579 060 |
| RODERICK STEENBERGEN | 276 350 |
| GERMAN GUILABERT | 216 050 |

## PINBOT

| | |
|---|---|
| MICHEL MEURIER | 99 999 999 |
| OLIVIER GIMENEZ | 99 999 999 |
| ROBIN DUTOUR GEERLING | 65 523 180 |
| ERIC BRINK | 31 704 340 |
| CINDY DE KERF | 20 748 130 |
| HANS BRUYNINCKX | 19 020 220 |
| PETRA CLAUDIA | 17 250 400 |
| EDY WASER | 6 785 020 |

## RC PRO AM

| | |
|---|---|
| DAVIDE CERCHIO | 446 292 |
| TOBY WICKS | 407 981 |
| JEROME FLEURY | 401 962 |

## SILENT SERVICE

FRANCIS ECKLE GRADE WGSC
LEVEL 8 81050 TONS
LEVEL 3 103000 TONS

## SNAKE RATTLE AND ROLL

| | |
|---|---|
| SEBASTIEN PICCAND | 968 050 |
| ARTHUR WINKELAAR | 894 350 |
| FILIP DEHOND | 732 400 |
| DAVE VAN DOORN | 690 950 |
| JAVIER PASCUAL PAREDES | 600 000 |
| OLIVER HOLZL | 142 400 |

## SUPER MARIO LAND (GAME BOY)

| | |
|---|---|
| THIERRY JARTR ZEMBSKI | 408 300 |

## TETRIS (GAME BOY)

| | |
|---|---|
| HERBERT EISL | 278 609 |
| GUNTHER SCHONHUBER | 219 713 |
| ROLAND POSSENBACHER | 203 479 |
| CAROLINE ROGLIANO | 187 285 |

## TETRIS

| | |
|---|---|
| FRANCESCO TATTOLI | 999 999 |
| ALFONSO DE LAS FERAZ RIVERA | 989 757 |
| JAVIER TOCADOS DUENAS | 611 579 |
| NICOLAS CHARRETIER | 413 929 |
| DANIEL SEGURA DELGADO | 203 244 |

## TMHT

| | |
|---|---|
| ROMAIN CARDOU | 9 572 600 |
| GLENN SHEERLINCK | 1 190 000 |

There you have it. Reckon you can beat them? Yeah? Well, if you can, then send your score, along with your name, address, age and a photo for proof, to: Scores of Fun, Club Nintendo, PO Box 104, Fareham, Hants, PO16 8UR, England.

# Top Ten

1 SUPER MARIO BROS 2
2 SUPER MARIO BROS
3 TMHT
4 LEGEND OF ZELDA
5 ADVENTURE OF LINK
6 DOUBLE DRAGON
7 BATMAN
8 CASTLEVANIA
9 MEGA MAN 2
10 GAUNTLET II

It seems the only time the Super Mario Bros 2 will be knocked off the top spot is when Super Mario Bros 3 is released! All of the old favourites retain their places in the top half, while the newer titles, such as Gauntlet II and Mega Man2 start to have an effect on the charts.

If you wish to vote for your favourite games, then list your top five in order of preference and send them to Luigi at the usual Club Nintendo address

# The Adventures of RAD GRAVITY

*Rad is quite a jolly little space explorer, yet even he has his problems despite the fact that he always looks happy! The first planet that he tackles, Cyberia, doesn't present too many problems, and gives Rad information on co-ordinates of further planets. These hold many secrets that only a handful of space travellers were aware of - until now! Here's the lowdown on the next three planets...*

## EFFLUVIA

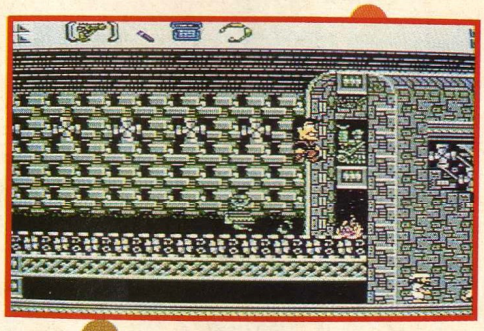
*QUEST - Rescue your computer*
*ITEMS - 2 Energy pods, laser sword.*

Chase after those guys with your computer! Use the conveyor belts, shooting the green fire that falls, and keeping an eye on the ghosts. If they grab hold of your head, jump under a platform to knock them off.

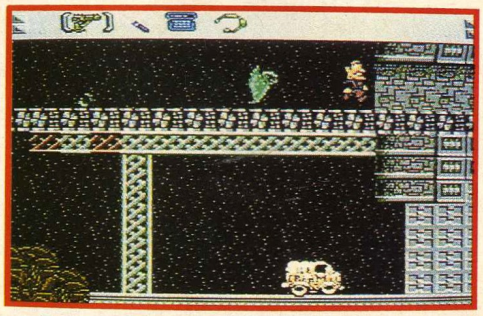
On the second section, use the bubbles to cross the perilous fire pits, but be careful of advancing enemies who aim to knock you into the boiling lava!

Near the end of the stage, keep to the top belt, and at the end jump UP and RIGHT to get to a secret level, which contains an energy pod, and a more powerful sword! To get back, stand on the top far right platform and jump straight up.

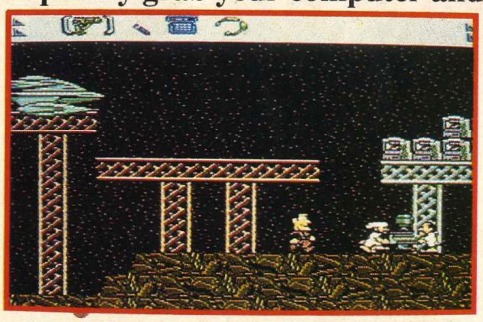
Back in the conveyor belt room, run right, and jump up to shoot the motor above the flames at the end of the belt. This will shut the belt off - quickly grab your computer and warp back!



*Shoot the motor to save your computer.*



*Jump here for the secret room.*



## SAURIA

*QUEST - Retrieve the bombs.*
*ITEMS - 1 Energy Pod, Saurian Crystal Bombs.*

The land of dinosaurs is quite challenging to start with - beware of the ever appearing ants, and keep out of the way of the rampaging dinos. Work your way right until you reach the gates that need keys. You need to place the keys on the top of the gates, yet there are nine such obstacles and only eight keys. The ninth, which allows you to get the energy pod, is hidden on the top three blocks above the seventh gate. Jump up there, move to the third block, and press the B button to collect this key.

Once you've collected the energy, go right until you reach the bombs, and then teleport back to the ship.

# TURVIA

*QUEST - Retrieve the gravity device.*
*ITEMS - 2 energy pods, armour, Vertigun, Gravity Device.*

To get through the topsy turvy planet, you first need to head right, past the trees until you reach a green platform. Then jump left onto the branches, and continue left until you reach a town.

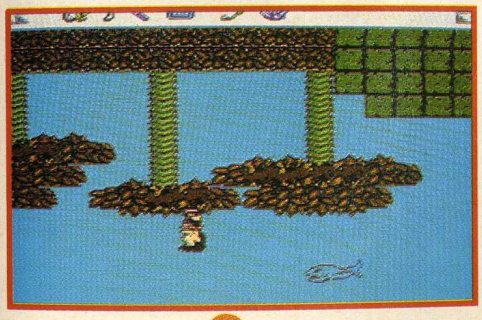
After entering the door and meeting the mayor, return to the right as far as you can (use the gun to shoot the sharks above you), and then drop down the hole. Work your way right, again as far as you can, and then drop down the hole.

Enter the house to talk to the robot, then leave, go right (kneel at the lake), and collect the energy pod and bone. Give the bone to the dog, who will lead the cow to the house and allow you to jump to the top and onto the spring, which returns you to the previous screen, letting you continue on.

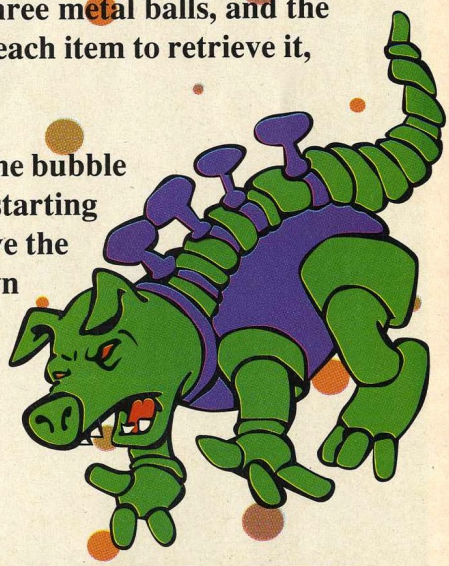
*Sauria: Use the ant to drop here, and then move past the dino.*

*Sauria: Collect the hidden key here.*

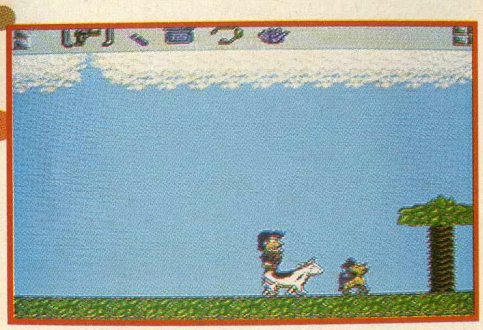
Jump on the third bubble on the right (the first two burst!), and go down one screen, pushing left to enter the new level. Go right, get the tiny magnet, and carry on until you reach three metal balls, and the gravity device. Place the magnet below each item to retrieve it, allowing you to take the device.



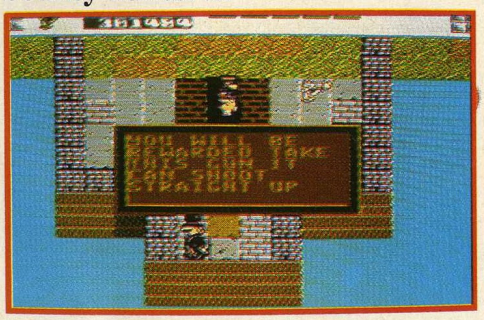
OK, you're doing well! Return left, let the bubble take you down (up?!) to the original starting screen, and then return to the town. Give the device to the mayor (jump, and press down and B). Leave his house, then jump over the left wall and collect the energy pod. Now go right until you find the armour before returning to your ship.

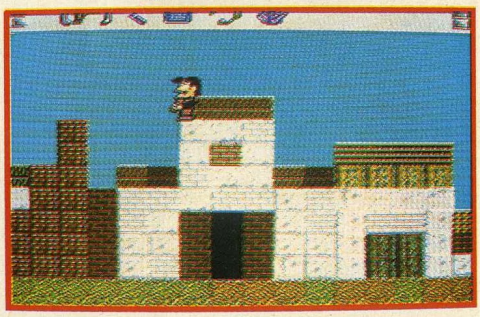


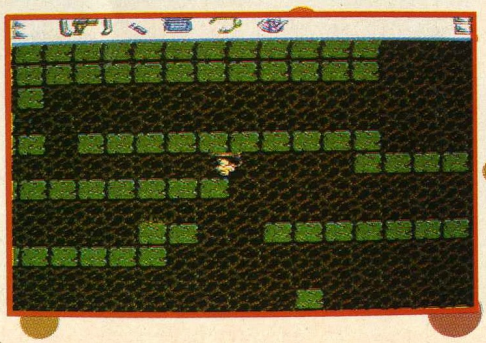
Phew! It's tough being an interstellar bounty hunter...



*Enter this door to get a gun.*







*Jump on the slime here, and squat down so that it carries you through.*

*The magnet can be found here.*

→ →

# GREMLINS 2

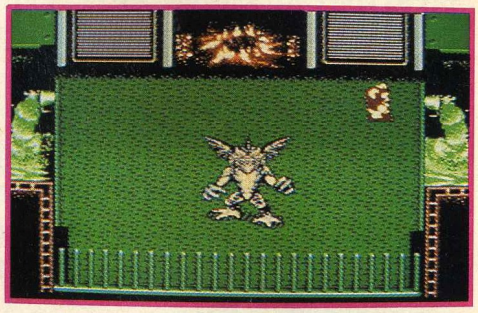
## How do I defeat the end Gremlins?

If just searching the enormous complex wasn't enough for poor old Gizmo, he's got to battle his evil cousins too! His first big challenge comes on stage 2-3 where Mohawk makes a very unwelcome appearance. It's a real help if you have the weapon Power Pack here, although it's not a necessity. To defeat him, let him jump around, keeping out of his way and, when he stops, move in and attack him from behind. It's not too difficult if you repeat this manoeuvre a few times.

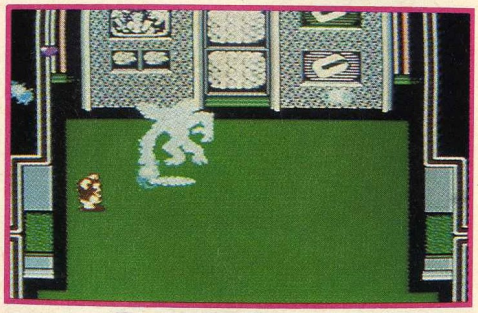
You should also try to have the Power Pack for your paper clip when facing Electric Gremlin. Stay directly behind or beside him and shoot as fast as you can in his direction. When he gets too near move to another position that allows you to shoot straight at him. If you are quick enough you should succeed!

Machine-gun Mohawk guards the end of stage 4-3. He's not so hot with his weapon as he can only shoot down, so manoeuvre your way around the spikes to get behind him, and blast him away! The Power Pack upgrade for the march weapon is a godsend for this monster!

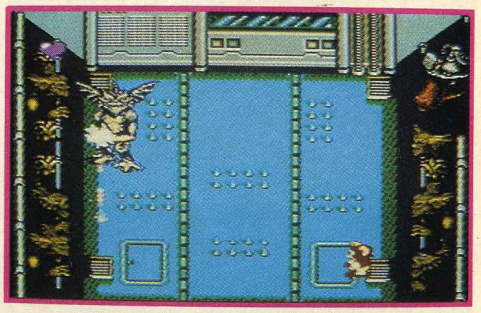
As for the last enemy, well, that's a surprise! Let's just say that you're going to need all of your wits about you if you're going to see Gizmo past this one!



Mohawk



Electric Gremlin



Machine-gun Mohawk

### BURAI FIGHTER

It seems the gremlins aren't content to just having their own game - they invaded the last issue of our magazine. The correct code for all-powerful weapons on "Burai Fighter" is actually LTBB.

### SOLSTICE

The Club Nintendo gremlins were really hard at work last issue, and caught us again on the "Solstice" review. The final two screen shots on the map were transposed, while there is also a door leading from the top right room down to the room above number 6. Hope it's all clear now!

# Readers Tips & Tricks

If you have a game play problem why not call the Nintendo Hotline on 0329 - 822662. The Hotline is open from 12pm until 8pm every weekday, and Saturdays 9am until 3pm.

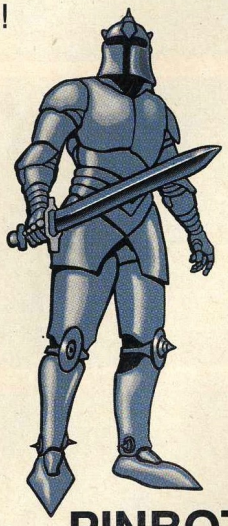
Also, if you have any tips for Nintendo's games then share them with thousands of other readers by sending them to the following address:

**Readers' Tips,**
**Club Nintendo,**
**PO Box 104,**
**Fareham,**
**Hants, PO16 8UR**

## IRONSWORD

If your password gives you less than three lives, change the fifth letter to 'N' - you will then start with three lives!

Marcel Bos
Holland



## PINBOT

If one of the monsters swallows your pinball, press start and select to shake it out of him. Eventually he'll let go, but beware of the tilt!

Francky Nouyriga
France

## WORLD WRESTLING

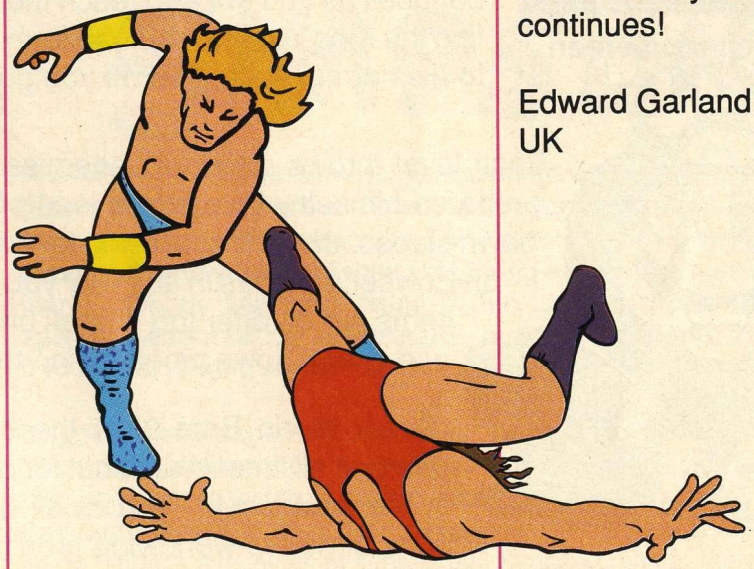
To pound your opponents into the canvas with the minimum of effort, use the turbo buttons on the Advantage or the Max. Your opponent won't be able to get near you for all of your swift punches and kicks!

Chris Spencer
UK

## THE LEGEND OF ZELDA

To start on the tougher second quest, name your character 'Zelda'.

Javier Vicente Pou
Spain



## SOLAR JETMAN

To skip from World 3 to a further stage, go down until you see a circle of shooting ships. Place yourself in the centre and you will shoot off to World 5, 6 or 7!

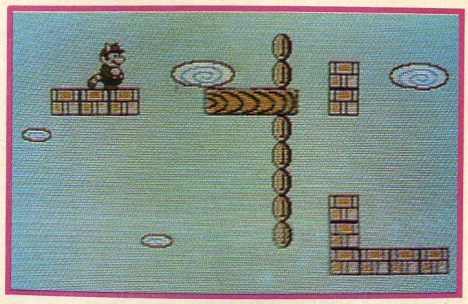
Jose Luis Rivera Mendez
Spain

## ROBOCOP

When you have used all of your lives and continues, press A, B, Select and then Start on the final screen and you will have infinite continues!

Edward Garland
UK

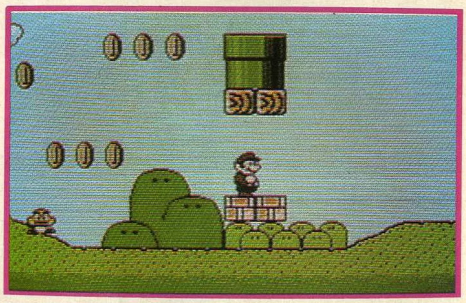
# SUPER MARIO 3 BROS.



## Guess who's coming to dinner

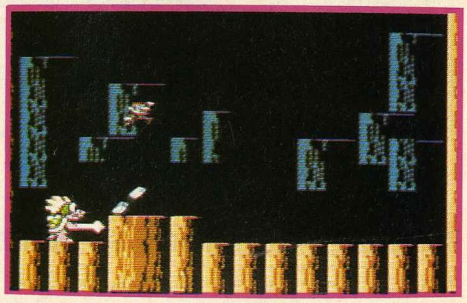
**Start spreading the word. Tell your friends, your family - even tell the dog. Everybody needs to know. Mario's back, and he's bringing the greatest video game ever created with him...**

"Super Mario Bros 3", undoubtedly the most eagerly awaited game ever, reunites the two famous brothers for another adventure. Bowser once more threatens the Mushroom Kingdom, and, this time, he's brought his seven evil kids with him. It looks like our favourite plumbers are going to have a tough time beating this one!



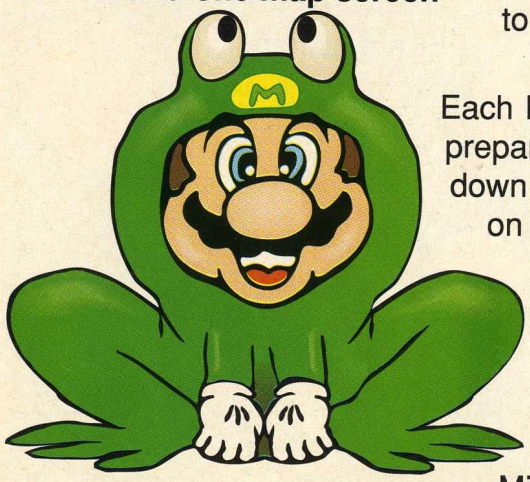
## All-new action packed worlds

"Super Mario Bros 3" offers eight quite awesome new worlds for you to tackle. To get around, you are first presented with a map screen linking all of the levels together. Choose your route carefully, but don't always miss out the levels even if the chance presents itself, since you could miss out on valuable items.



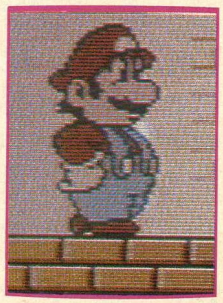
**World one map screen**

"Super Mario Bros 3" is huge! Some worlds hold over nine different levels, each one full to the brim with Koopas, Munchers, Big Bertha (don't ask!), Venus Fire Traps, Nipper Plants - the list is endless! Run, fly, swim, jump or slide your way through each stage, collecting bonuses as you go, and reach the palace of each world where you'll find the King in quite inhuman form. Battle Bowser's kids to return him to his normal state, and off you go to the next world. Simple, huh?!

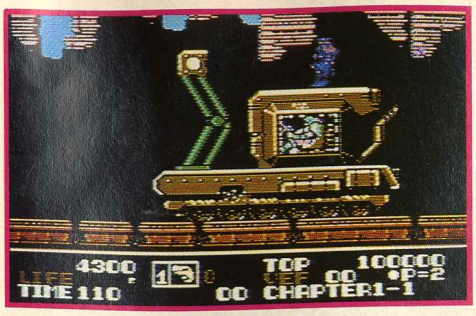


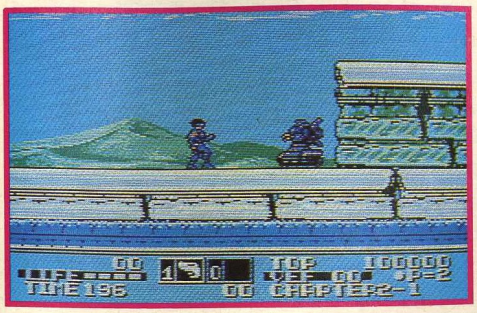
**Visit the fish as Frog Mario**

Each level throws countless enemies and obstacles at Mario, yet he's prepared himself with a whole load of new moves. Kick enemies, slide down slopes, throw fireballs, hit out with your tail (yes, tail!), and beat up on Bowser's hordes in any way you see fit! Loads of items are on offer too - break bricks, climb vines and sneak down pipes to find them.



"Super Mario Bros 3" is the biggest grossing game of all time! Watch out for our mega-review in the next issue - you won't be disappointed. Millions of others worldwide aren't...



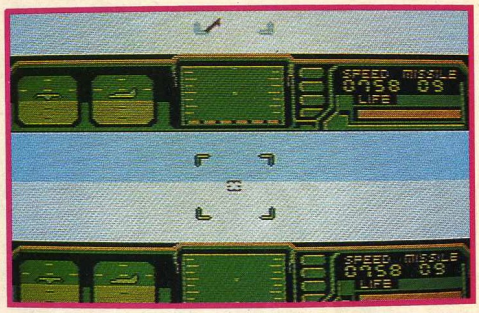

# Low G Man

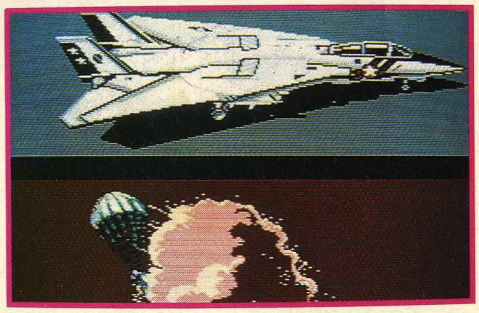
**Become the Low Gravity Man and tackle a whole race of power-hungry aliens! As part of the United it's up to you to battle through space and see off this terrible threat!**

Plenty of action-packed levels await you in this superhero thriller! Travel around in wall-clinging spider vehicles and gravity-defying hovercraft, battle underwater and high in the skies, and take on enemies that take up two or more screens! It's not just a matter of blasting away at anything that moves - being the Low G Man requires brains as well as brawn!

Thrill at the comic-book style excitement in the next issue of Club Nintendo - you won't be disappointed!

# Top Gun™ The Second Mission

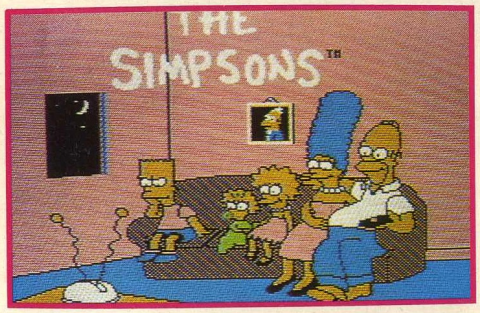


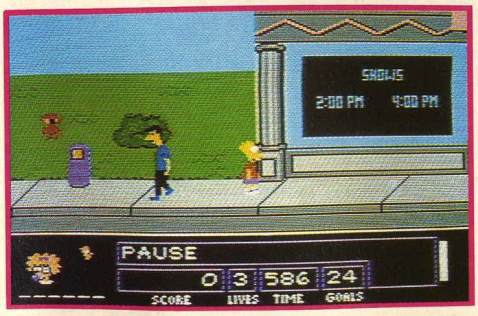


**OK, son, you've fought with the best of them, and managed to avert the Third World War. You've earned your Top Gun accolade. Now it's time to keep it...**

Three fierce levels of top class action await you, containing tanks, subs, aircraft and warships, all intent on blowing your F-14 out of the sky! Roll, bank and loop your way out of trouble, and return fire with your powerful missiles, all of the time watching your radar in case of advancing bombers.

"Top Gun 2" brings back lots of memories - did you know that the first review that I wrote was on its predecessor way back in issue 1 (did you want to know?!). "Top Gun 2" is also special in itself, not only for its exciting, regular action, but also for the amazing two-player split screen dogfights - they're unreal! Experience the ultimate in aerial combat in our Christmas issue - it will leave you breathless!

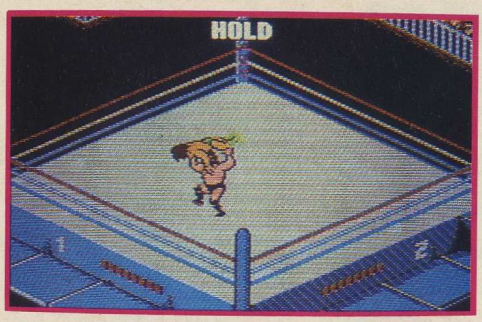


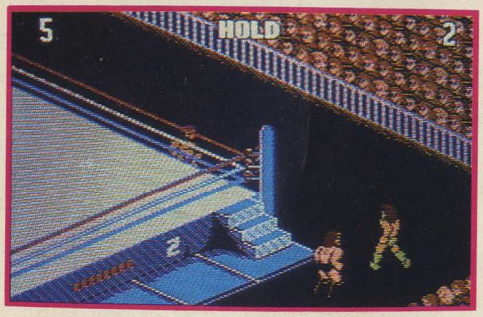




# The Simpsons™

**Hi everybody - Bartholomew J. Simpson here! I need your help, man! There's green, slimy, totally gross monsters all over Springfield, taking over peoples bodies without anyone knowing! All except me - my X-ray glasses let me see these evil dudes for what they are! Being an underachiever (and proud of it, man!), nobody will think twice if they see me spray-painting things, or speeding about on my skateboard - anyway, if they do, they can just go tell it to Homer! Right, man?**

It's going to take a special kind of player to help Bart beat up on the Space Mutants. You've got to stop them from collecting certain objects, ranging from purple coloured items to exit signs, otherwise it's bye, bye Bart, man! To help you there's Bart's trusty slingshot along with his spraypaint, and skateboard plus a host of other items. There's five levels of sensational Simpson mania - dare you miss out?!



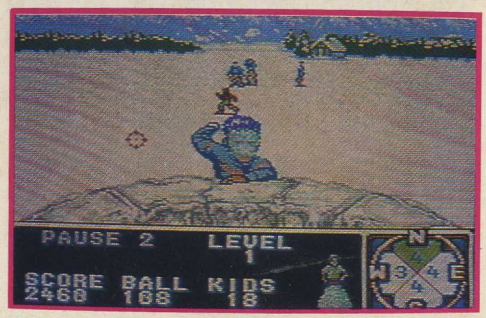

# WWF® WRESTLEMANIA

**Ladies and Gentlemen, our main event tonight - the WWF Wrestlemania Challenge! All of the big stars and big names of wrestling are here to entertain you - 'Macho King', Randy Savage, 'Ravishing' Rick Rude, Brutus Beefcake, 'Hacksaw' Jim Duggon, Big Bossman, Andre the Giant, Hulk Hogan and last yet certainly not least, the Ultimate Warrior! We have one fall solo matches, one fall tag matches and the 3 fall, 6 man Survivor Series!**

"WWF - Wrestlemania Challenge" offers all of the exhilarating fun of the State-side sport, including non-stop action in and out of the ring! Use the wrestlers own special moves to get the crowd ecstatic, and follow through with drop kicks, pile drivers, body stalls and suplexes! There will be a full lowdown in the next issue - BE THERE!

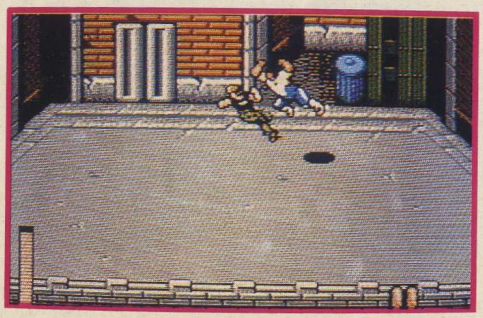
# SKI OR DIE™

**Check out Rodney's Wacky Winter Wonderland, and prepare to "Ski Or Die"! Five outrageous arctic events await you, but beware of Lester and his manic mates, who are always on hand to put you down!**




There's certainly plenty of action in this latest hit from Palcom! Thrill the crowds in the Acro Aerials, blast the brats in the Snowball Blast, flip flop and fly on the Downhill Blitz, bounce and burst your way through the Inner-tube Thrash, and race in the Snowboard Halfpipe. There's plenty of different moves to master, along with record-breaking (not to mention back-breaking!) scores to achieve!

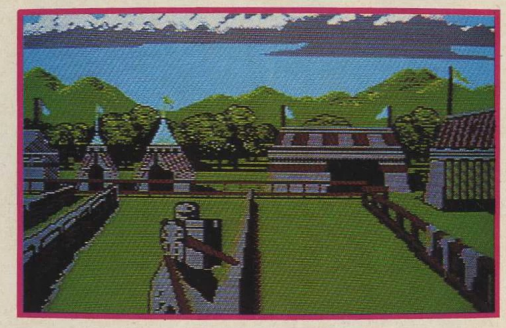
# ROLLERGAMES™

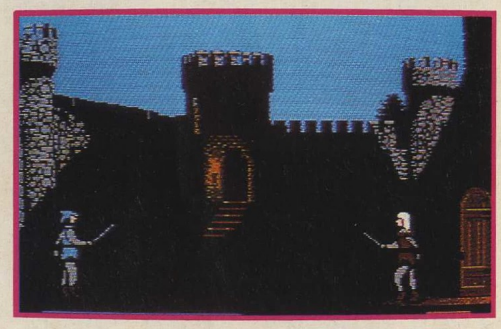


**Enter the fast and frenzied eight-wheeled world of "Rollergames", and save the Sport's Commissioner from an evil gang of thugs called Vipers. Combine your three teams' different powers to overcome six awesome levels, avoiding manholes, oil slicks, bouncing barrels, motorcycle madmen and gormless goons as you go.**

"Rollergames" offers a martial arts style game in a new, speedy style. There's more dastardly traps to contend with, twisting and turning landscapes to negotiate, and a whole lot of crazy foes to out manoeuvre. The end guardians present even bigger problems - they seem to be able to take anything that you deal out! It's a very challenging game, but equally humourous and enjoyable. Join us as we deal with the Roller Punks and Combat Copters in a future issue!

# Defender of the Crown™





**The king is dead, and civil war is tearing medieval England apart! As an Anglo-Saxon knight, you have to battle invading Norman forces, and prevent them from claiming the throne!**

Choose your character from four skilled warriors, and then buy armies, conquer enemy-owned lands, and put an end to the Norman's Royal aspirations. Call on Robin Hood's help when attacking Norman castles, and save damsels in distress for wealth and power. You can even call a tournament, and test your fighting and jousting skills against other knights!

"Defender of the Crown" is a little different to other games in that much of the action is strategy based. This doesn't detract from the gameplay though - far from it! It's just as much fun as other titles, challenging both your reflexes and your intelligence, and keeping you intrigued for many, many weeks!

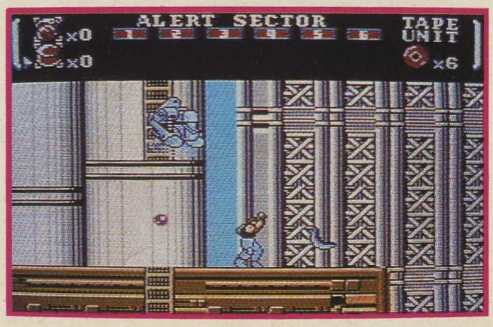
# Kickle Cubicle

**Take control of the latest intrepid NES hero and tackle over fifty puzzle-laden rooms. Through Cake Land, Fruit Land, Garden Land and Toy Land, you have to guide and help the ear-muff sporting hero, and see him safely through to the final showdown with the Wicked Wizard King!**

Kickle can use his icy powers to build ice bridges, allowing him to collect otherwise inaccessible treasures, while he can put up ice pillars to manipulate the ice blocks that he kicks around. Collecting all of the dream bags will take Kickle through to the next stage, but getting to them without running into the many enemies can be a little tricky!

# Power Blade™

**By the year 2191, humans had finally learned to live peacefully with the help of the Master Computer, which performed all of the mundane everyday tasks needed. However, envious aliens invaded the six Data Bases, so, as Nova, master of the Power Blade, you have to go in there and boot them back to where they belong!**




Using your immense powers you need to work your way around six different sectors, and rendezvous with agents before progressing on to the final control centre. See off the mechanised guards and alien robots with the Power Blade, and collect other items to help you against the bigger and uglier mutants. Despite your awe-inspiring weapons, you're not going to find this easy!!

"Power Blade" contains some of the hottest action that you're likely to find on the NES. Find out why in our next issue!

# Mailbag

The Editor,
Club Nintendo,
P.O. Box 104,
Fareham,
Hants,
PO16 8UR

## Daft as a brush?

Dear Editor,
My Grand-daughter has just received her first Club Nintendo magazine. I had to smile when I read the letter from M. A. Thomas saying he is the big kid of the family. If he is the big kid, I wonder what I am?

I am addicted to my Grand-daughter's Nintendo games - can't leave the thing alone! Housework and everything else is suffering! How old am I? I will be 73 years old in July, and would love an NES of my own.

How daft can you get?
Mrs J. H. Thornley
"North of Watford Gap"

**I don't think you're daft at all, Mrs T. - there's absolutely no reason why a blooming 73 year old shouldn't enjoy NES games as much as a 7-year-old. A daft person would write off video games as 'kids stuff' without having a go themselves!**

## The memory of an elephant

Dear Editor,
How much memory has the NES got? and I heard that there is a Super Mario Bros film coming out in 1992. Is this true?
Duncan Shinn
Surrey

**Just to clear things up, when Duncan refers to 'memory', he's asking about the amount of information the NES can store. The answer is that the NES doesn't actually hold much memory (measured in bits, bytes and kilobytes - all a little bit complicated and too long winded for me!), it's all in the Game Pak. The smaller games run on 256K (about four times the size of some other systems games!), while the latest games, such as Super Mario Bros 3, run on a megabyte's worth of memory (over 1000 kilobytes - more than most personal computers can manage!), and have special tips to perform new and tougher tasks, such as eight-way scrolling. I hope this answers your question! If anyone wants to know more, then write in - if there's enough response, we'll see about putting a whole article together on the workings of the NES.**

**As for the Mario film, yes, it's happening, with a number of famous stars taking part. More news as we have it!**

## Probotector praise

Dear Super Mario
I have just brought Probotector and I have reviewed it.
Graphics: 88%.
Music and Sound Effects: 94%.
Playability: 90%.
Lastability: 96%.
Overall: 95%.

Gareth Lloyd.
Cardiff.

**Thanks Gareth - it looks like you're having fun with your new game!**

**For future reviewers, try adding a short section next to each score to explain why you enjoyed (or disliked) that particular section of the game.**

## Nintendo in a Nutshell

Dear Editor,
Lots of people have sent in game reviews - instead, I would like to review my Nintendo.
Graphics capability: 97%
Sound capability: 95%
Games: 96%
Overall: 99%
Boredom factor: 0%
I think Nintendo is great, and the best fun in the world!
Alex Osmund-Brims
Cambridge

**You obviously rate your magic box quite highly, Alex! With all the great new games to accompany our already unbeatable catalogue you should enjoy your NES even more!**

**Membership Prize Draw**

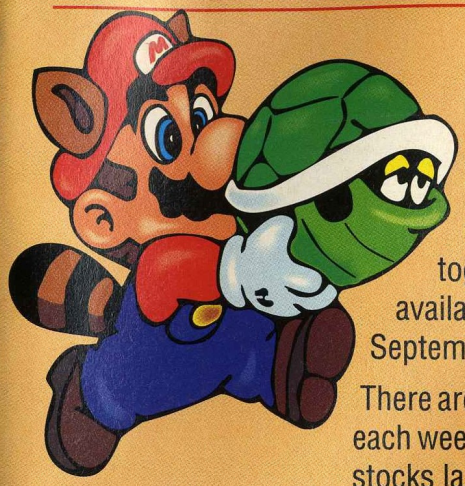
On the address label of your envelope is your membership number, if it's the same as the one printed below you've won a prize!!!

GB0010254

Club Nintendo

# NEWS

**GREAT NEWS, the Quavers Competition has been extended until the 18th October '91. So get those entries in!!**



## SUPER MARIO BROS 3 PREVIEWED AT McDONALD'S™

Great news, Ronald McDonald has teamed up with Mario and together they have come up with a Super Mario Bros 3 Happy Meal, available from all participating McDonald's Restaurants from 13th September 1991.

There are four different Super Mario Bros 3 Action Toys to collect, one each week with the special Nintendo Happy Meals at McDonald's while stocks last!- Super Mario - Luigi - Little Goomba - Koopa Paratroopa

™

McDonald's

**McDONALD'S HAS ALSO SPONSORED A GREAT COMPETITION FOR 5 LUCKY CLUB MEMBERS TO WIN A PREVIEW COPY OF SUPER MARIO BROS 3 GAME PAK.**

Enter the competition shown below to win a Super Mario 3 Game. You could be one of the lucky winners pulled from the sack of correct entries and be the first to receive a SMB 3 in Europe before the official release date.

Mario says to those who were not lucky enough to win, don't be disappointed because you will be able to get your copy from your local stockists from November 91.

On the back of a sealed envelope write your name, address and membership number together with your answers to the following questions.

1. **How many vegetables must be thrown into Wart's mouth to complete Super Mario Bros 2 on level 7-2?**
2. **On level 8-3 of Super Mario Bros how many sets of Hammer Bros are there?**
3. **The McDonald's Super Mario Bros 3 Happy Meal consists of a Regular Soft Drink, Regular Fries and a choice from 3 other food items. Can you name the 3 items?**

and send to: SUPER MARIO 3 COMPETITION, PO BOX 104, FAREHAM, HANTS, PO16 8UR

All entries must be received by 18th October 91. The winners will be notified 2nd November 91, and announced in the New Year Edition of The Club Nintendo Magazine.

Competition open to all Club Nintendo members except for employees of Bandai UK Limited, including their families. Winners will be those who have answered the questions correctly and are the first five drawn from the sack. No cash alternatives to prizes; no correspondence can be entered into. Proof of posting will not be accepted as proof of receipt.

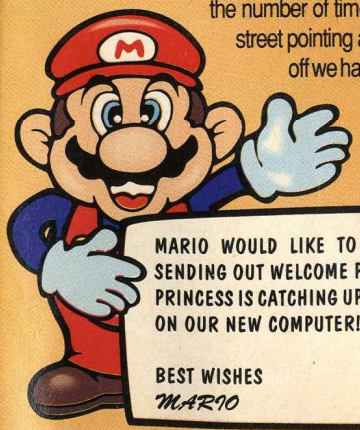
## MARIO CAB

Every year London Taxi Drivers donate their time and cabs to the Underprivileged Childrens Fund. This year Ann and Mel Christie decided on a Mario Cab as their theme.

This is an extract from their letter:-

"The Brighton trip was a great success.. The convoy of over 120 cabs set off early morning from Battersea Park and stretched for 2 1/2 miles. We can't remember the number of times as we passed through London, children in the street pointing and shouting "there's Mario". In fact before we set off we had children fighting to be the ones to get in the "Mario Cab". our three children Jackie, Nicky and Kelly had a great day in Brighton and the "Mario Cab" came 3rd highly commended in the judging for the best decorated cab".

Club Nintendo would like to say Thank You to Ann and Mel Christie.



MARIO WOULD LIKE TO SAY SORRY FOR THE DELAY IN SENDING OUT WELCOME PACKS TO OUR NEW MEMBERS. THE PRINCESS IS CATCHING UP AND SHE WILL SOON HAVE YOU ALL ON OUR NEW COMPUTER!!!

BEST WISHES
*MARIO*

ALL PHONE CALLS TO THE HOTLINE AND CLUB NINTENDO ARE CHARGED AT ORDINARY STD RATES

**CONSUMER ADVICE**

PLEASE ENSURE THAT YOU ONLY BUY UK HARDWARE AND SOFTWARE FOR NES SYSTEMS, FOREIGN HARDWARE AND SOFTWARE MAY NOT RUN ON THE UK TELEVISION SYSTEM.

SUPER MARIO BROS. 3
TM
The greatest video game hero ever returns for his biggest, most exciting adventure yet!
Nintendo
Nintendo is a registered trademark of Nintendo Co. Ltd